Changelog

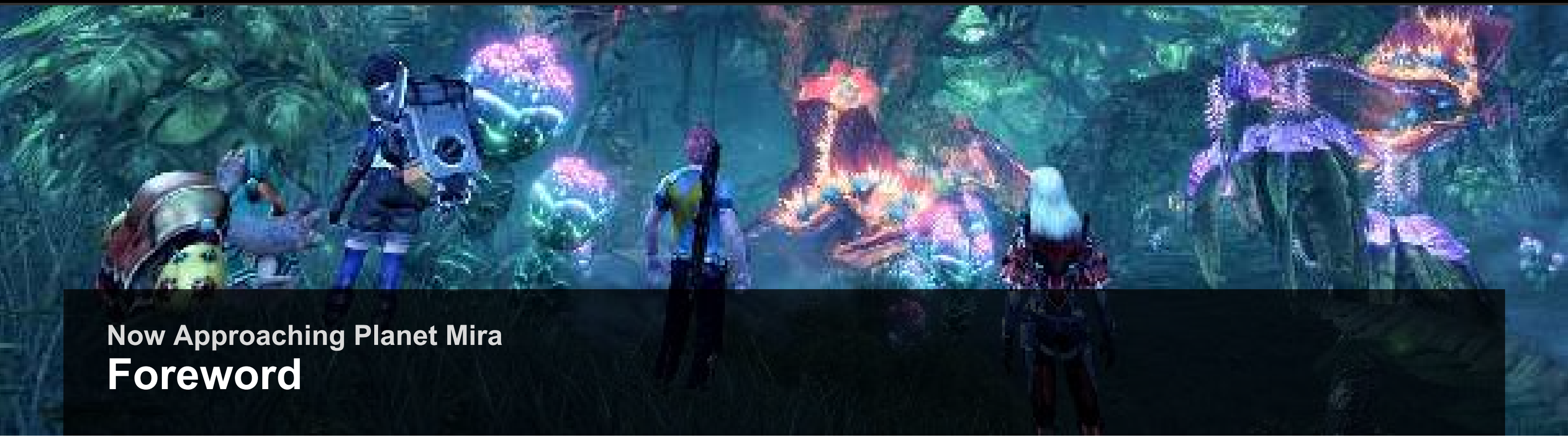
Updates

Updates (January 4, 2016)

- Updated required and restricted members for Chapter 5, Ma-non Maneuvers

Updates (January 5, 2016)

- Made a minor change to **About Definian Downfall** section



Now Approaching Planet Mira

Foreword

My experience with the original Xenoblade Chronicles was eye-opening, to say the least.

Before playing it, I thought I'd burned out on Japanese role-playing games. Then Xenoblade Chronicles came around and I found that, no, I'd simply burned out on the formula that had been repeated since the 1990s: move from box to box, loot chests, get to know the same well-worn character archetypes, experience the same story tropes, regain the hero's lost memories, lay the smackdown on a god figure, roll credits.

That's not to say Xenoblade Chronicles doesn't feature the above—it does in spades. Still, play enough of these types of games and you can tell which ones are cynically running the formula's numbers and which are actually enjoying and reveling in what they are. Xenoblade Chronicles is most certainly the latter—it's practically a Greatest Hits of RPG formula mainstays, but its presentation and attention to detail across the whole production meant I didn't care and thought the game was actually better for it. Craft was what elevated that game above its peers.

It ended up being one of those rare games that I played for hundreds upon hundreds of hours without getting tired of it. Exploring, battling, and getting to know my party members and the world's inhabitants proved to be invigorating rather than tiring.

Xenoblade Chronicles X repeats the magic by way of an entirely different approach. Instead of following the adventures of a small merry band of characters across two giant land masses, I instead played as a character of my own design as I explored—and several times got lost in—an entire world.

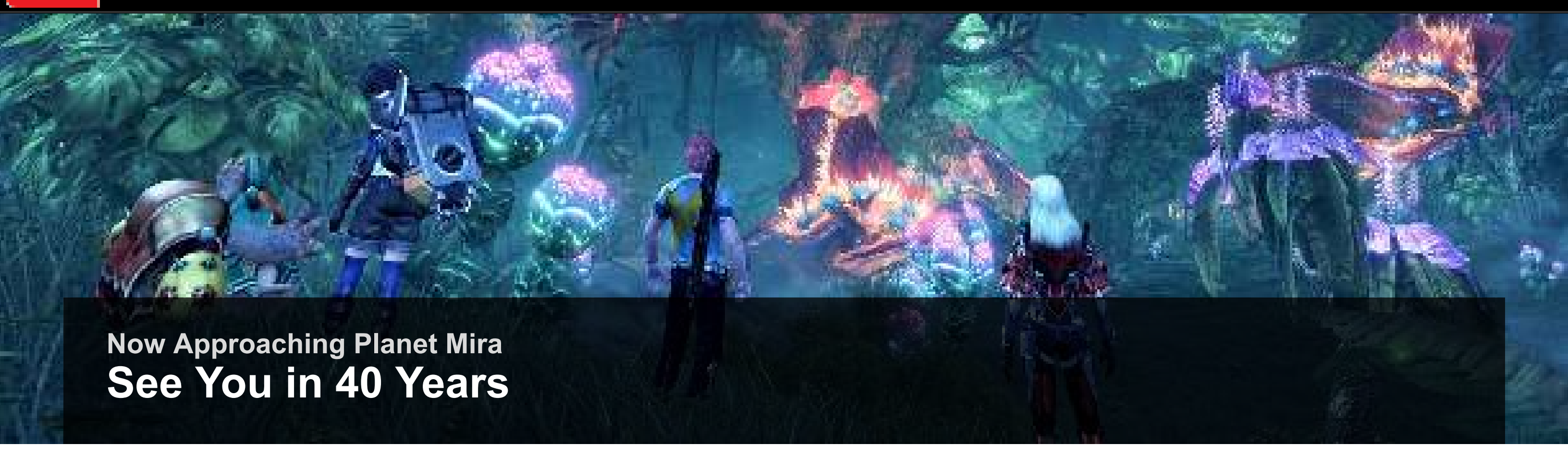
And as I explored this world, I amassed a small army of allies behind me to take on the army that lay in front of me. By the end of the game, I knew these folks better than I knew myself—no small feat given the size of this game's cast.

All this is to say: Congrats on buying Xenoblade Chronicles X and for picking up this guide! I can personally guarantee that with both in your possession, you're in for a good time. This guide is here to make your experience on planet Mira as smooth as we are capable of making it. There will be times when you want the pace of this game to be leisurely, as well as times when you want to speed things up because you're invested in a character or a world. When either time comes, this book will be here, ever ready and waiting as your ultimate reference.

We've done the hard work so you don't have to. All you have to do now is sit back and enjoy an entire world unfolding.

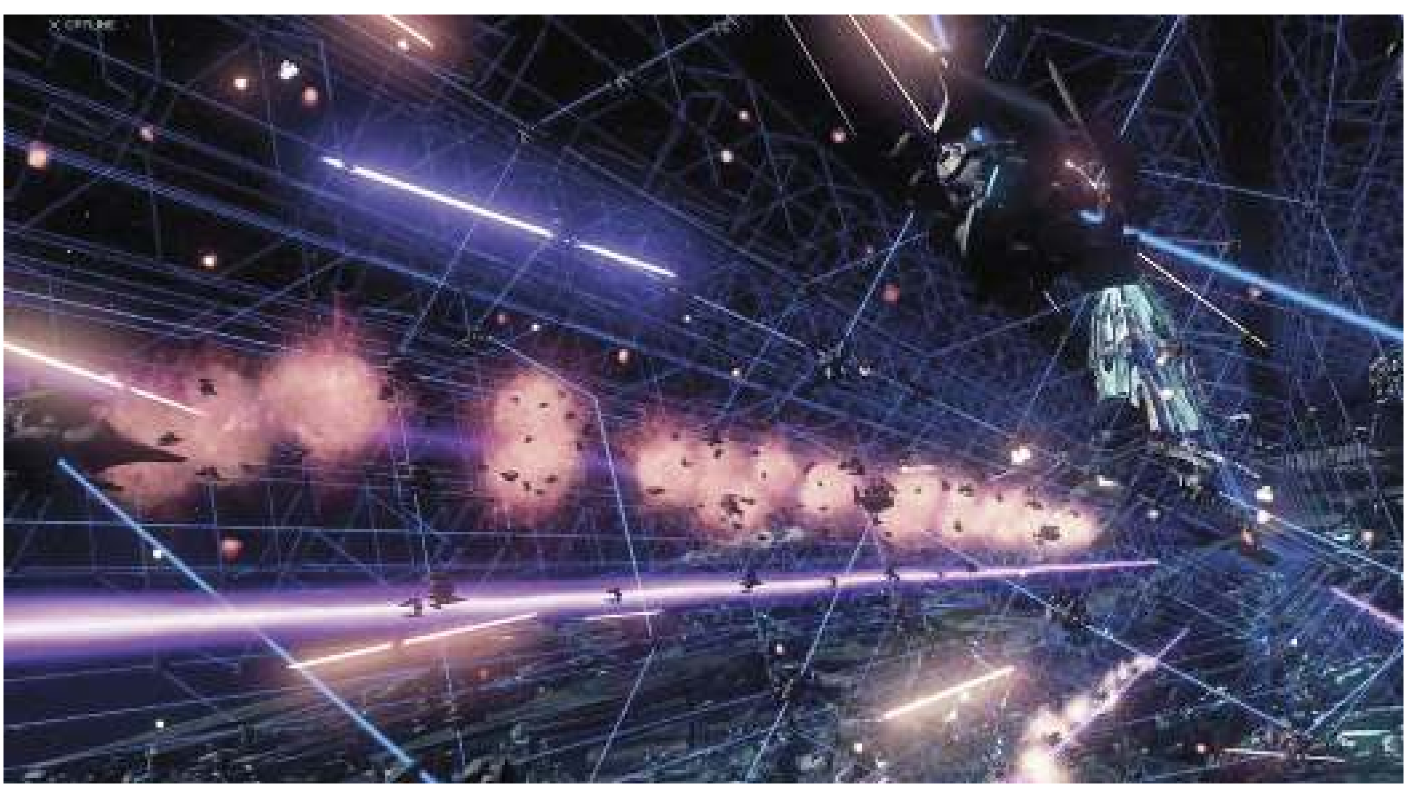
Welcome to planet Mira.

— Geson Hatchett



Now Approaching Planet Mira

See You in 40 Years



July 2054 A.D.

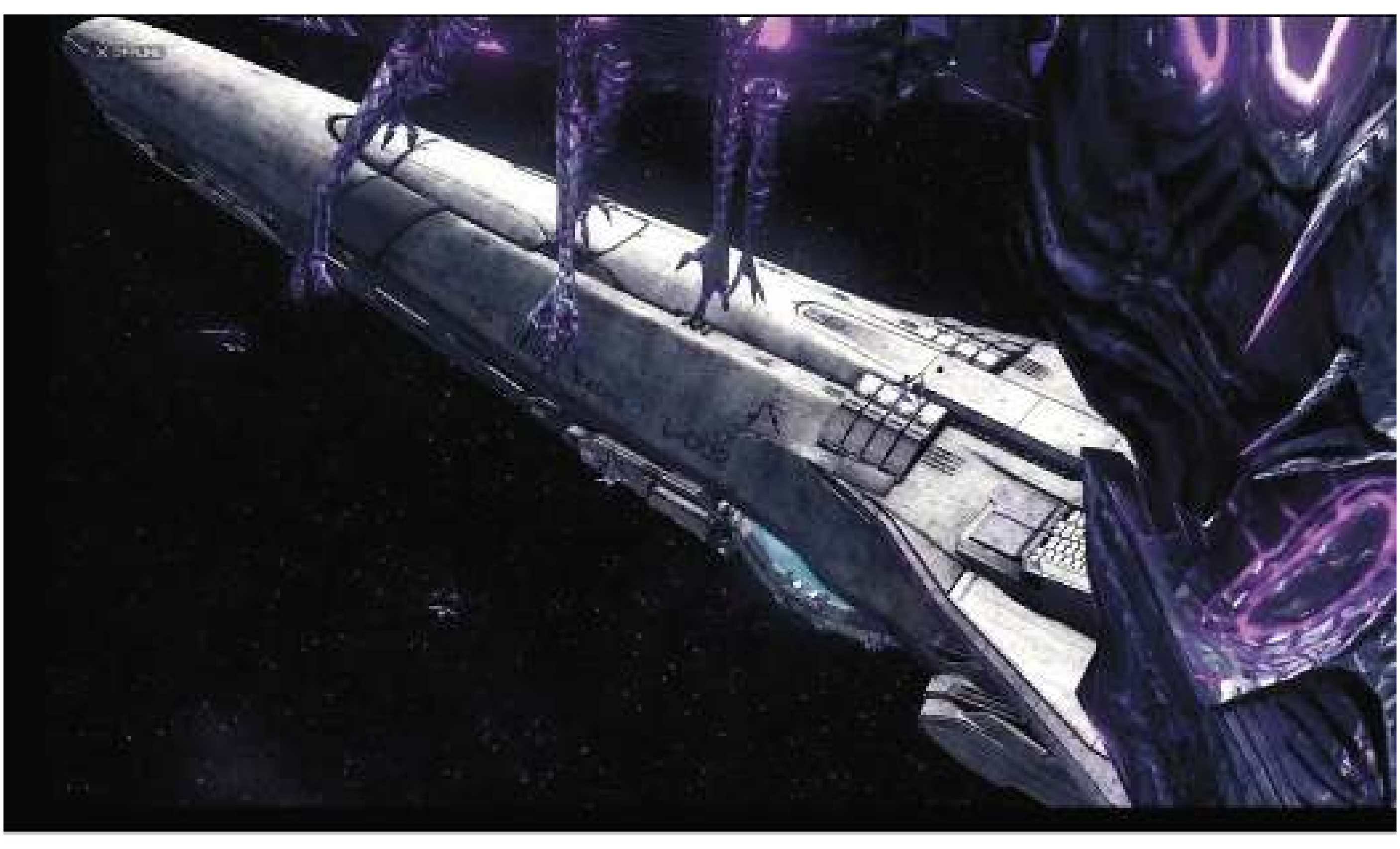
Unknown alien forces were locked in battle, loosing all manner of firepower into space with their advanced technology.

Earth was caught in the middle. We had no chance. Our planet was destroyed in short order.

Bummer.

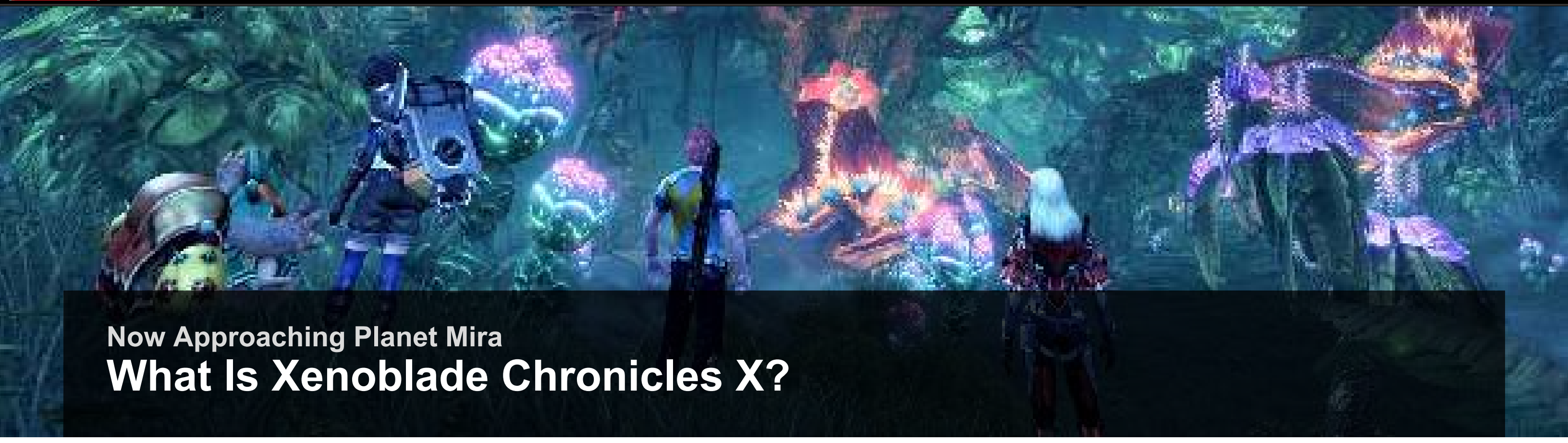
However, the governing bodies of Earth knew that this day would come, and in advance they initiated the Earthlife Colonization Project: Project Exodus. Spacefaring "arks" were launched, only a few of which would make it past the onslaught taking place over the vacuum of space that once held Earth.

One of those survivors was a ship known as the White Whale.



The White Whale spent two years wandering in space in search of a new world before the aliens attacked yet again. If not for the efforts of a lone hero, the ship wouldn't have survived. As it stood, it was incapacitated and ended up crashing on the closest planet.

Two months have passed since that crash—a crash onto a world teeming with ferocious beasts, natural wonders, curious sapient beings of all kinds…oh, and hostile alien forces, both on- and off-world, who know exactly where humanity has situated itself.



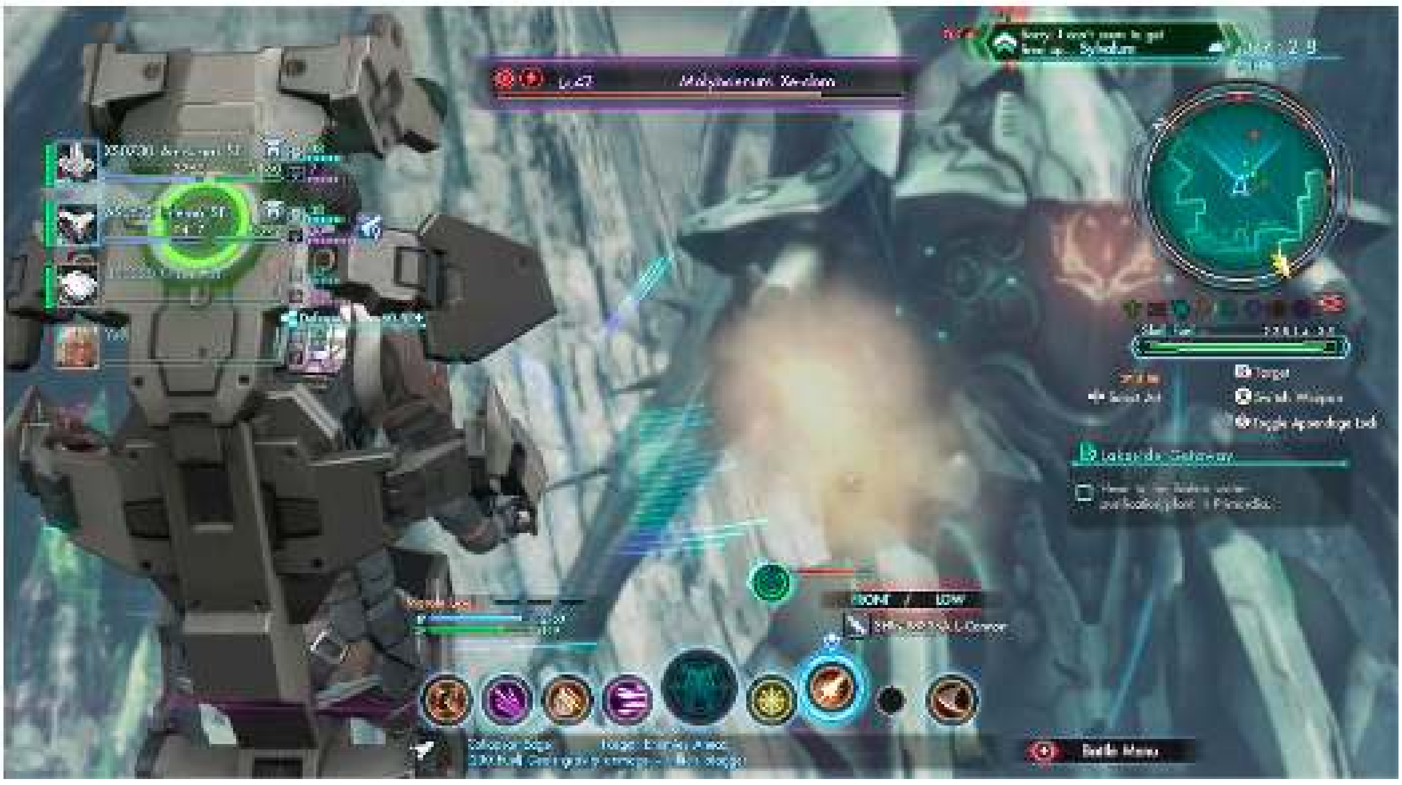
Now Approaching Planet Mira

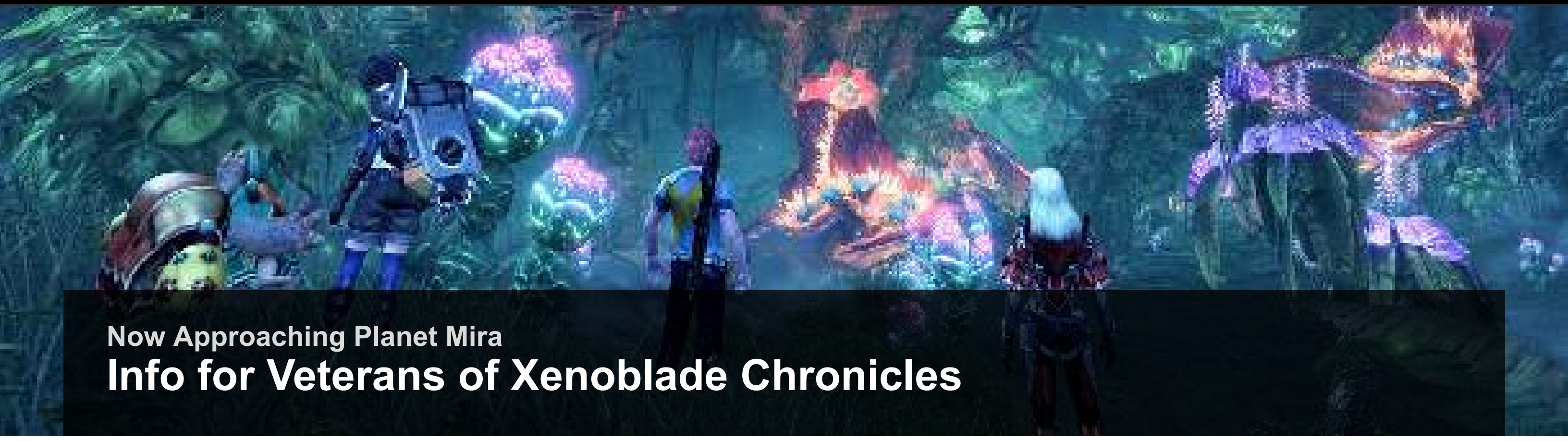
What Is Xenoblade Chronicles X?

Xenoblade Chronicles X is a role-playing game that emphasizes characterization and exploration above all else. Along the way, several themes are explored: friendship, camaraderie, transhumanism, survival, the ethics of advanced technology, tolerance and respect for other living things and their cultures, and basic human nature.

(It also helps if you have a thing for robots, because wow does this game have a thing for robots.)

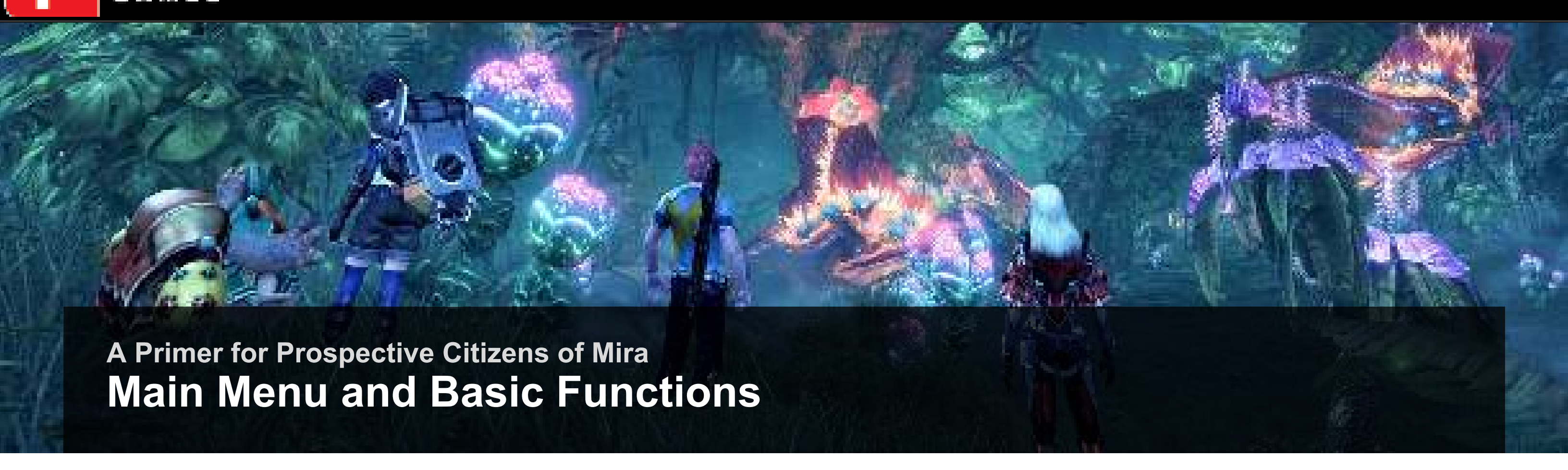
Xenoblade Chronicles X explores all of these things against a backdrop of a rich, vast world to explore, tons of technology to play with, and a massive cast. Finally, driving the experience is a deep tactical semi-real-time battle system that rewards positioning and timing, while also allowing players to fight on two planes of scale at once.





Now Approaching Planet Mira

Info for Veterans of Xenoblade Chronicles



A Primer for Prospective Citizens of Mira

Main Menu and Basic Functions

To survive on planet Mira, you'll need the help of friends, businesses, and technology. Your own personal skills need to be up to the task as well. From surviving in the wilds to surviving the ranks of BLADE, read on to be prepared for any situation.

United States

Title Menu

From the title screen, you can access these options.

New Game

Starts a new game from the beginning. You'll configure your game settings to your liking from the outset, then create an avatar for your player character before starting the game.

Continue

Continue the previously saved game. (You only get one slot for saved games.)

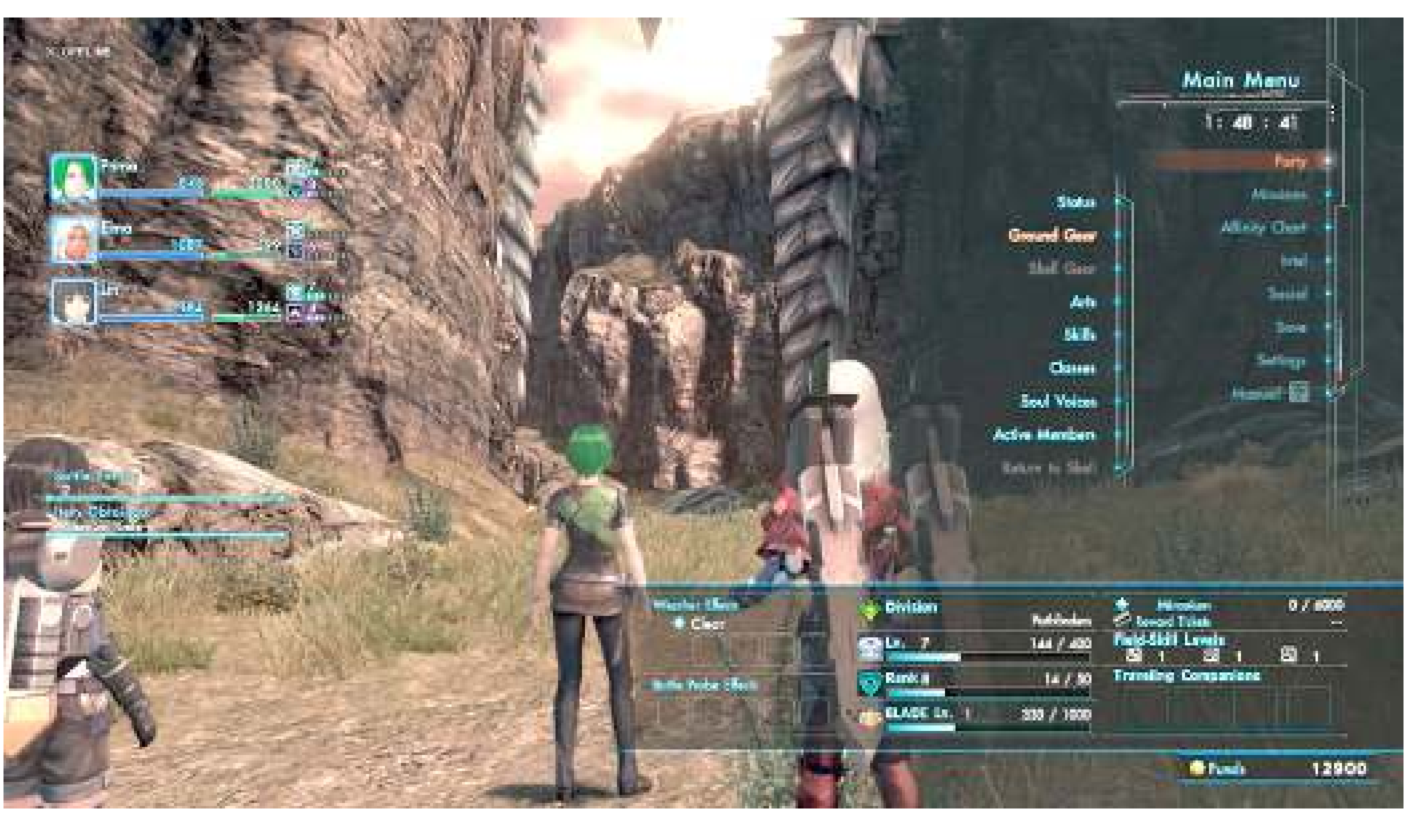
Settings

Configure game settings. More on this can be found in the Main Menu section.

Nintendo eShop

Connect to the Nintendo eShop.

Main Menu



You can access the main menu by pressing **(+)** during gameplay. The main menu gives you a wealth of control and information regarding your status and progress.

Party

Status

View a rundown of character stats.

Ground Gear

View and change a party member's ground gear, such as armor and equipment.

Skell Gear

View and change the gear/equipment belonging to the Skells of party members.

Arts

View, equip, and upgrade a character's Arts.

Skills

View and upgrade a character's equipped and available Skills.

Classes

View and modify the player character's current and possible classes.

Soul Voices

View and customize the player character's available Soul Voices. You can also view your party's Soul Voices.

Active Members

Shift and remove members from your active party in this menu. The character in the top slot on the left is the character you play as.

Return to Skell

Once you have a Skell, you can use this option to warp back to where you parked your Skell and board it automatically.

Missions

Check mission descriptions and requirements, and set missions as navigation targets.

Affinity Chart

View the relationships between every character in the game, including how well they get along with one another.

Intel

Inventory

Check on your items here.

Info

The Info menu contains information learned from the people of Mira. Use this to uncover the planet's secrets and increase your survey rate by acting upon this information.

Achievements

View the Achievements you've accomplished and have yet to accomplish during the game.

Enemy Index

Once you encounter an enemy, you'll see it listed here. After you defeat an enemy, you can see its stats, strengths and weaknesses, and what items it's capable of dropping (so long as they've been dropped for you at least once).

Collectopedia

A list of the collectible items you've added to the Collectopedia.

Social

This set of menus is all about the various online functions in the game. You can view information about players you've met, join or change your squad, see rankings, or edit your personal greetings. Refer to the Social chapter of this guide for more details.

Save

Saves the game. You can save your progress at any time except during a battle or an event. Only one game-save file can be created per user.

Settings

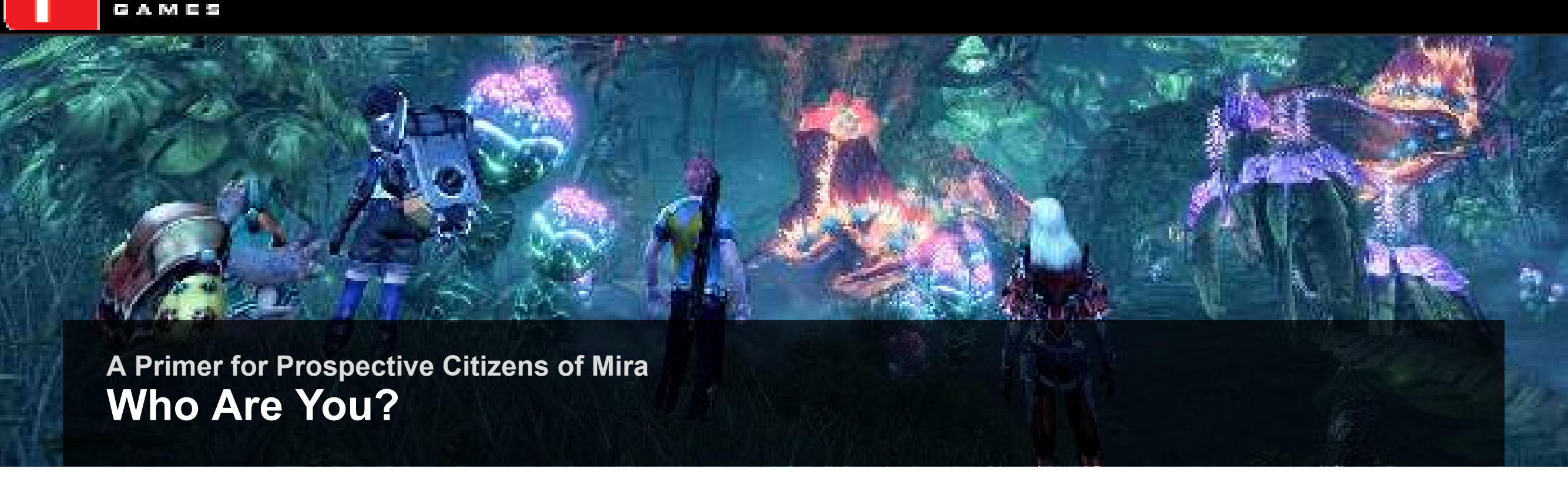
Here you can change game settings pertaining to the camera, system hardware, user interface, and online notifications.

Toggle GamePad Screen

Toggle the GamePad screen between showing the game screen and the map. This is most useful for people who want to play Xenoblade Chronicles X in off-TV mode. Once the GamePad shows the game screen, you can reset things using this menu option again.

Manual

View the in-game manual.

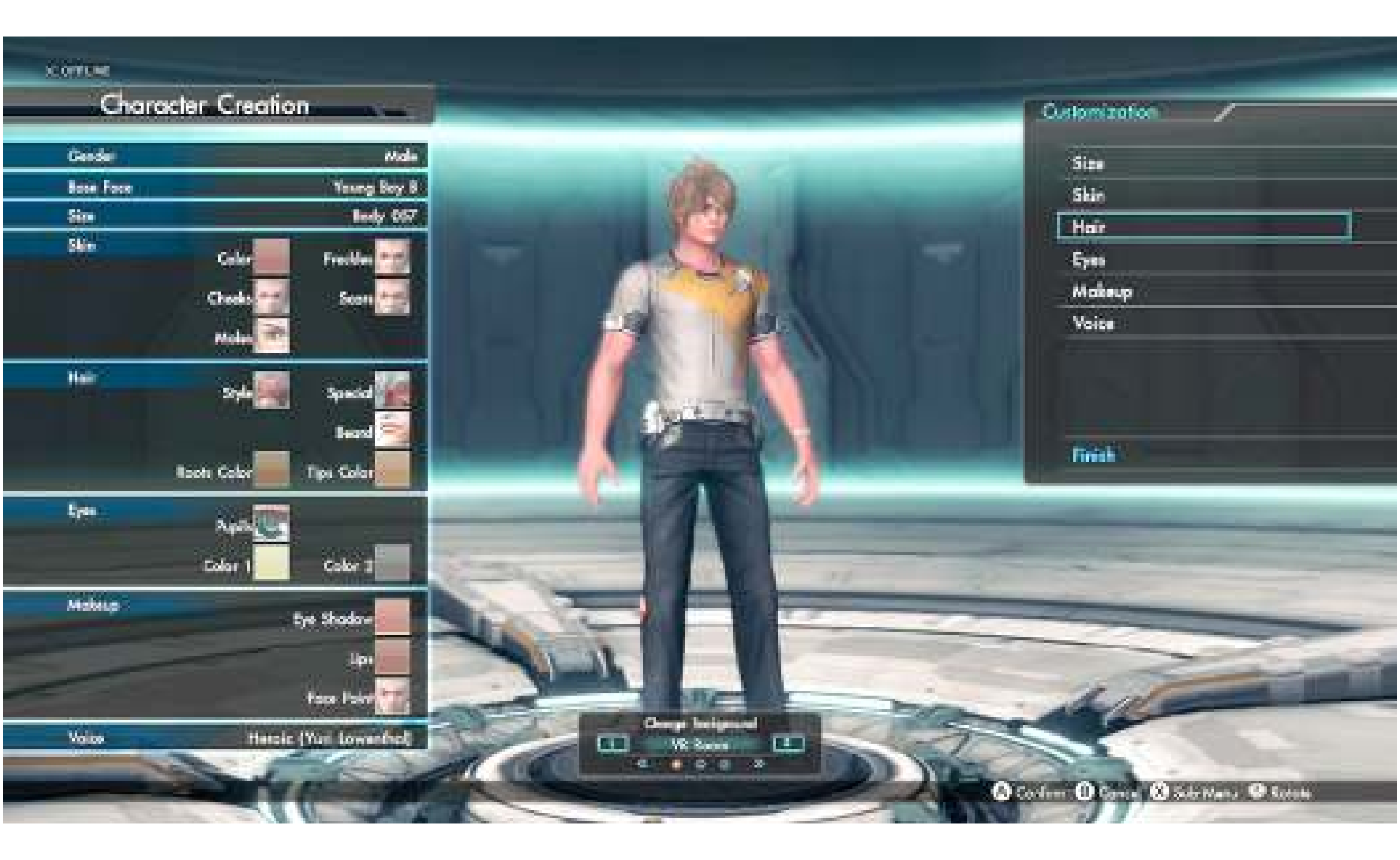


A Primer for Prospective Citizens of Mira

Who Are You?

Your avatar in Xenoblade Chronicles X is made up of several things—looks, statistics, numbers, items, and, of course, your winning personality. That's a lot to take in, however, so let's look at all of these one by one.

Express Yourself

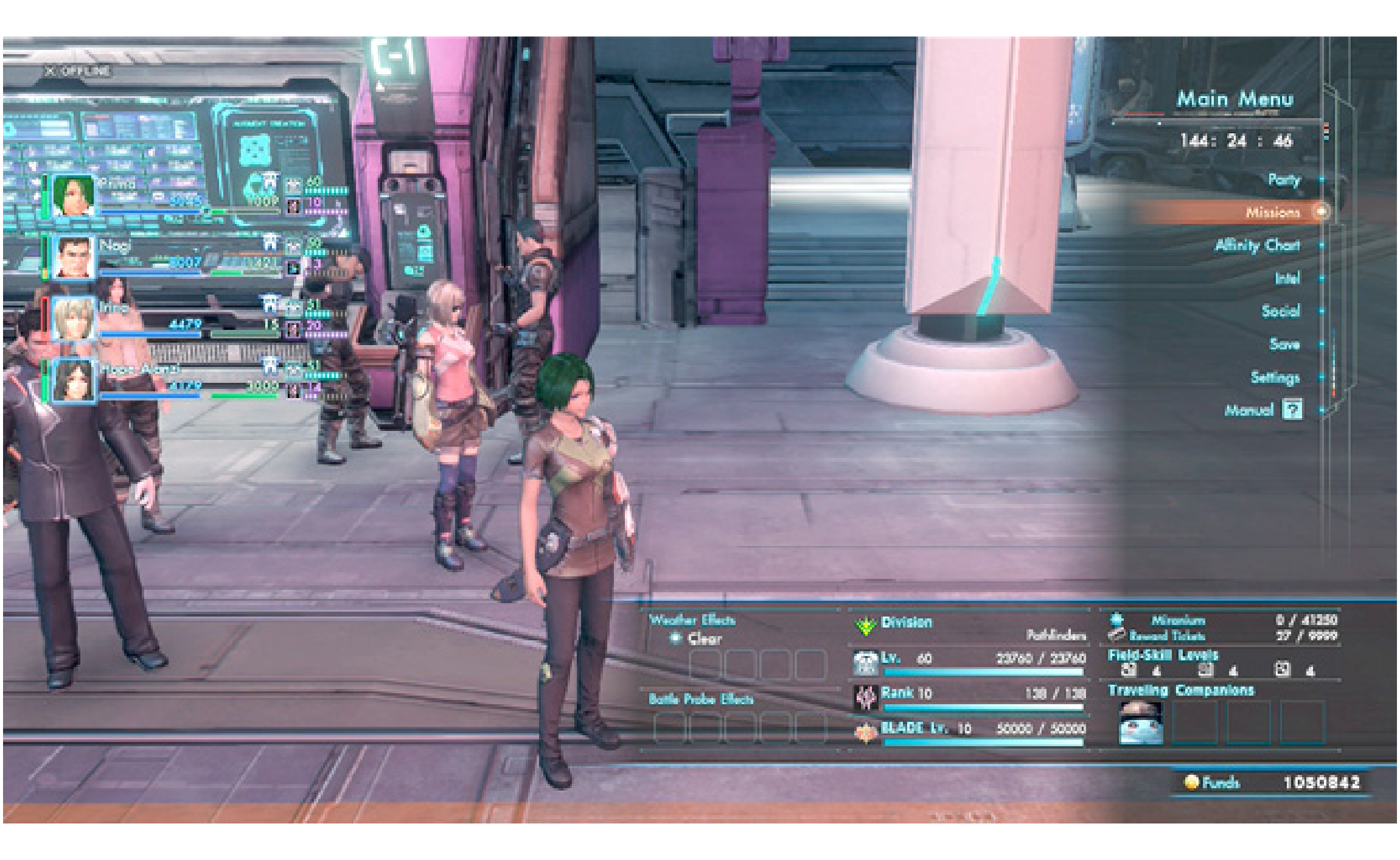

Character Creation
Gender: Male
Base Face: Young Boy 8
Size: Body 057
Voice: Heroic (Yuri Lowenthal)

When you first start the game you can create a character to represent yourself as an avatar and the story's main protagonist. You're able to adjust such aspects of your avatar as your skin tone, voice, and hair and eye color.

You can save up to five avatar appearances with the Save & Load menu. You can also view the character from various camera angles and with different backgrounds.

Finally, when you first start the game, you can name your character. You cannot change that name once it's set and saved and the game has begun, so choose wisely!

You in Pictures


Main Menu
144: 24 : 46
Weather Effects: Clear
Division: Pathfinders
Lv. 60 23760 / 23760
Rank 10 138 / 138
BLADE Lv. 10 50000 / 50000
Miranium 0 / 41250
Reward Tickets 27 / 9999
Funds 1050842

Press **(+)** during normal gameplay and a screen gives you all sorts of information about your character and your current environment.

Weather Effects

The screen shows the current weather, along with any buffs or debuffs granted from it.

EXP Lv.

Your current level, pertaining to your base stats. You can check your current EXP and see how much more you need to reach the next level. Levels max out at 60.

Class Rank

Check how much class EXP you have here, as well as how much you need to reach the next class rank. Class ranks max out at 10, and this meter resets to zero when you migrate to a new class.

Field Skill Levels

There are three levels: mechanical, biological, and archaeological. Increase your BLADE rank to increase each of these levels by 1 and gain the ability to open sufficiently ranked treasure boxes.

> **Tatsu's Tips: Be a Gearhead!**
>
> We recommend maximizing your mechanical field skill level first before working on the others. Not only do a great many treasure boxes require high mechanical levels, but all FrontierNav probe sites are tied to mechanical levels as well. Don't get caught stranded!

Traveling Companions

Portraits of companions temporarily traveling with your party are shown here. This usually happens during missions when you have to escort involved parties—but seeing as Lin and Tatsu are a pair, you should also expect to see his mug in this section a lot.

Battle Probe Effects

Later into the game you receive battle probes that provide buffs to your party. If you're in the field of a probe's effects you'll see it here.

Division

The BLADE division you belong to.

Blade Lv.

This shows your current BLADE level, as well as your division points and how many of those points you need to reach the next BLADE level.

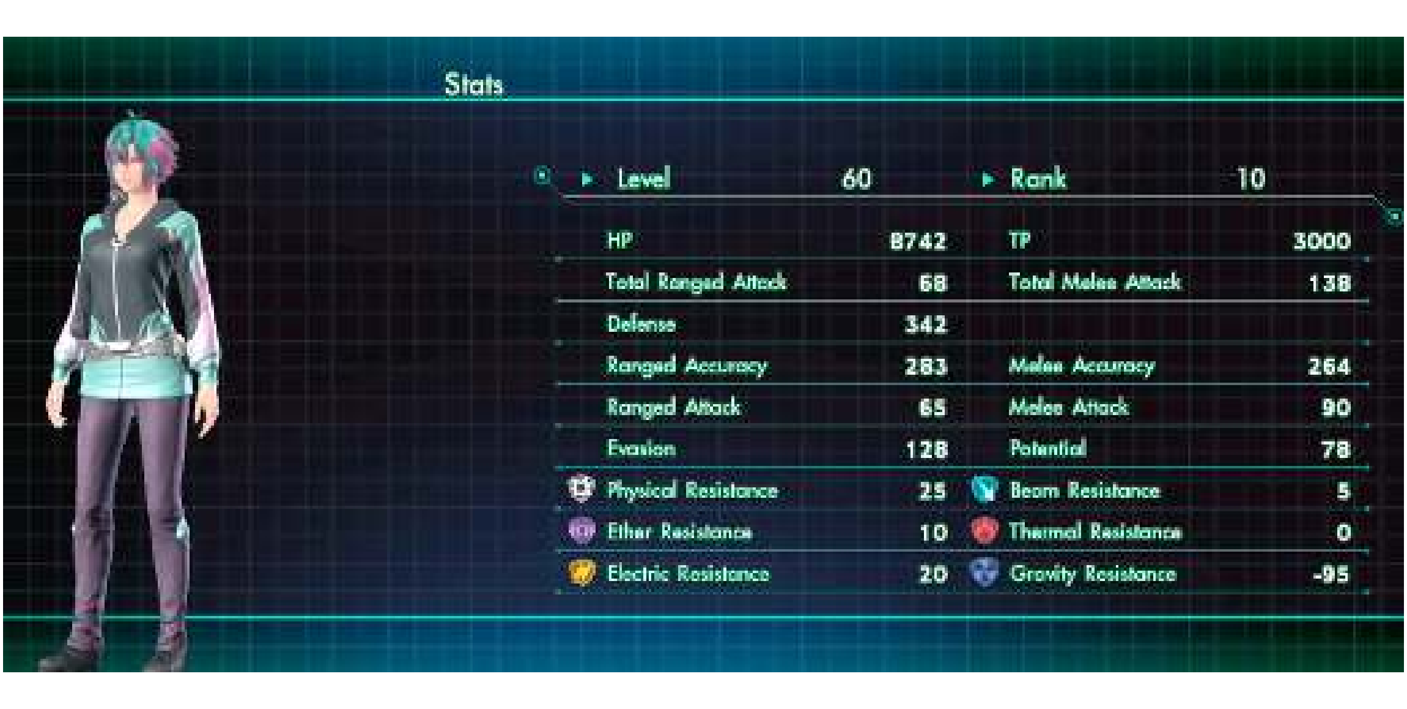
Miranium

Miranium is a precious resource mined by planting FrontierNav probes. This shows how much you currently have and how much you can hold.

Reward Tickets

This indicates the number of reward tickets that you have and how many you can hold. Reward tickets are achieved through activities such as squad missions (see the Social chapter for more details). Increase your BLADE level to be able to hold more!

You in the Numbers


Stats
Level 60
Rank 10
HP 8742
TP 3000
Total Ranged Attack 68
Total Melee Attack 138
Defense 342
Ranged Accuracy 283
Melee Accuracy 264
Ranged Attack 65
Melee Attack 90
Evasion 128
Potential 78
Physical Resistance 25
Beam Resistance 5
Ether Resistance 10
Thermal Resistance 0
Electric Resistance 20
Gravity Resistance -95

Your stats make up your character and play a great part in dictating how well you can potentially do in combat. You can influence these numbers with ground gear, Skills, and Arts.

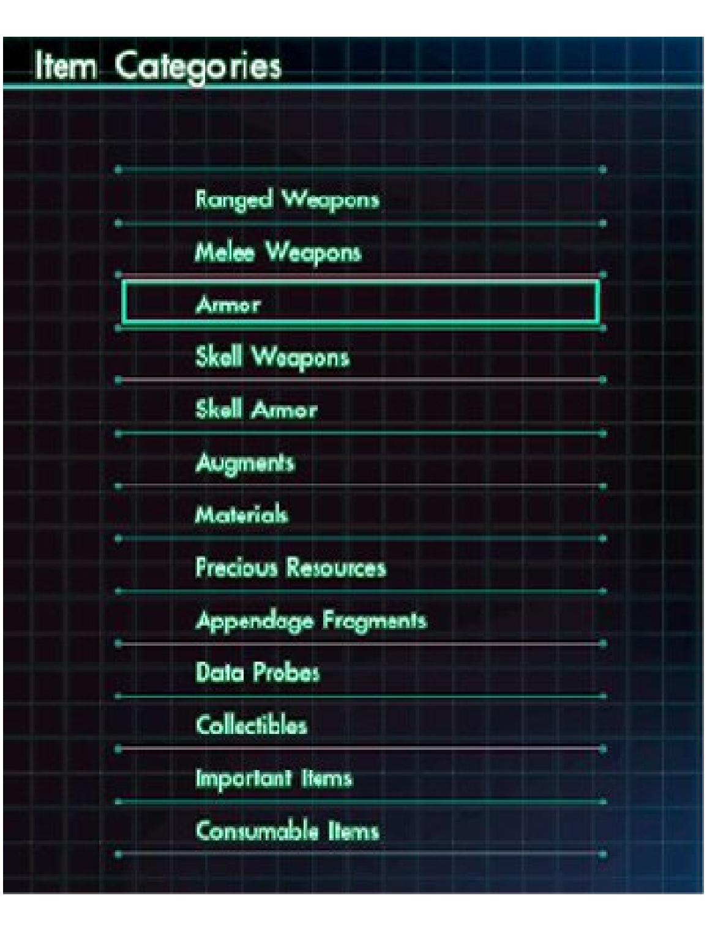
The statistics used in this game are as follows:

HP	The character's hit points. When these reach 0 in battle, the character becomes incapacitated.
TP	The character's tension points. Accumulating 1,000 allows the use of Arts that require TP. Accumulating 3,000 allows for the use of Overdrive, Skell Overdrive, and reviving characters in battle.
Total Ranged Attack	The total sum of the character's Ranged Attack plus the Attack Power of their ranged weapon.
Total Melee Attack	The total sum of the character's Melee Attack plus the Attack Power of their melee weapon.
Defense	The sum total of a character's defensive potential.
Ranged Accuracy	Affects the chance of the character's Ranged Attack hitting their opponent.
Melee Accuracy	Affects the chance of the character's melee attack hitting their opponent.
Ranged Attack	The character's base ranged attack potential.
Melee Attack	The character's base melee attack potential.
Evasion	Affects the chance of being able to avoid enemy attacks.
Potential	Affects the amount of HP recovered by Soul Voices and Arts, as well as the damage dealt by Arts that use TP.
Physical Resistance	Resistance to physical-type attacks.
Beam Resistance	Resistance to beam-type attacks.
Ether Resistance	Resistance to ether-type attacks.
Thermal Resistance	Resistance to thermal-type attacks.
Electric Resistance	Resistance to electric-type attacks.
Gravity Resistance	Resistance to gravity-type attacks.

Outside of TP, the game's enemies have these stats as well. You can use this information to your advantage, especially in terms of attribute resistances.

Worldly Possessions

You can hold on to all sorts of things in Xenoblade Chronicles X, and they all show up in your Inventory menu. Your Inventory is broken down into the following categories:

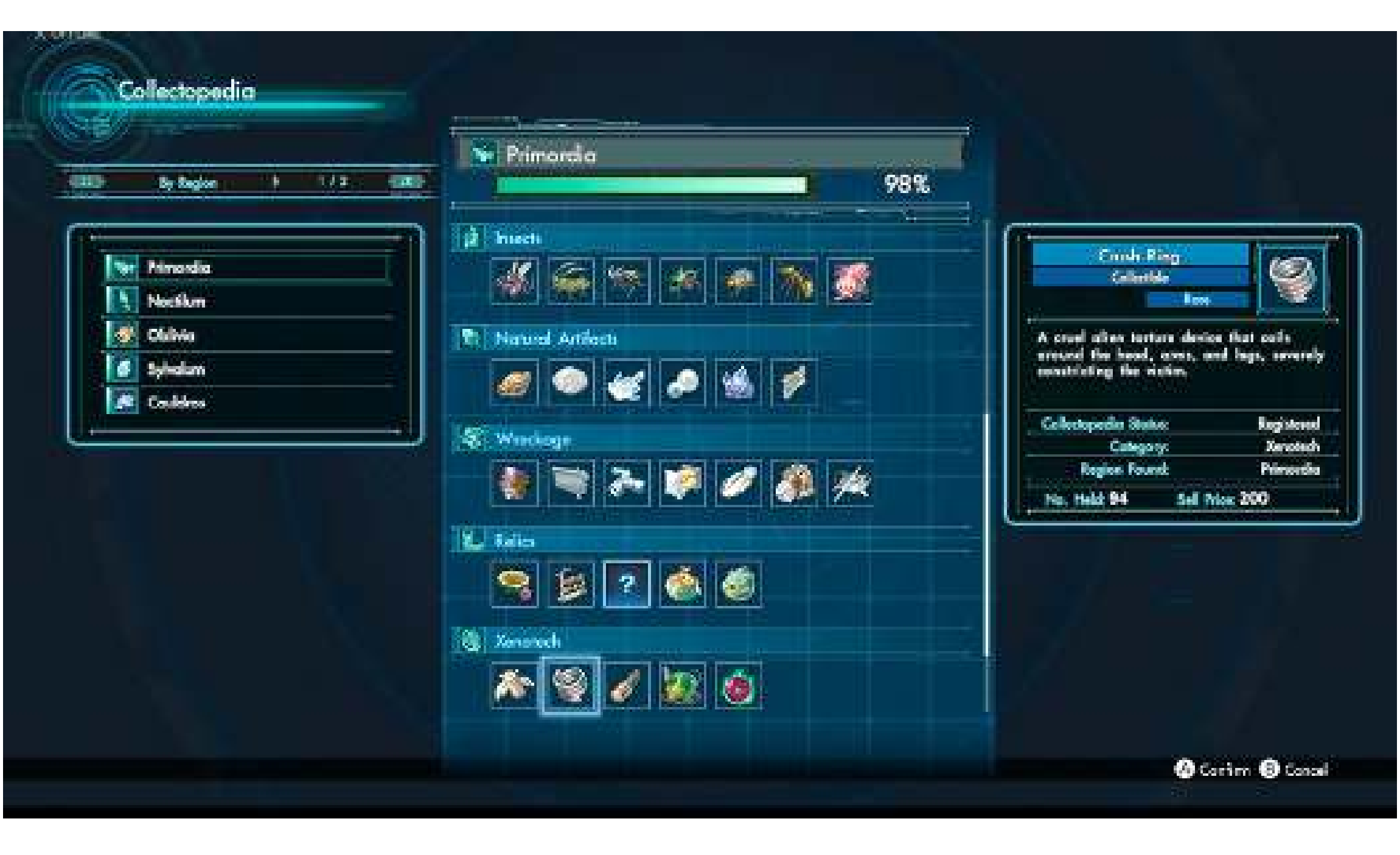

Item Categories
Ranged Weapons
Melee Weapons
Armor
Skell Weapons
Skell Armor
Augments
Materials
Precious Resources
Appendage Fragments
Data Probes
Collectibles
Important Items
Consumable Items

Ranged Weapons	Equipment that allows a party member to attack at range.
Melee Weapons	Equipment that allows a party member to attack up close.
Armor	Equipment that affects a party member's defensive capabilities.
Skell Weapons	Equipment that affects a Skell's offensive capabilities.
Skell Armor	Equipment that affects a Skell's defensive capabilities.
Augments	Items that can be slotted into equipment to enhance their abilities.
Materials	Materials salvaged from enemy battles.
Previous Resources	Resources mined from FrontierNav probe sites on Mira where data probes have been planted.
Appendage Fragments	Pieces of appendages broken from enemies and/or indigens.
Data Probes	Various types of data probes that can be planted at FrontierNav probe sites.
Collectibles	Items picked up around Mira. These can be filed into the Collectopedia.
Important Items	Items picked up that are important to missions. These cannot be sold.
Consumable Items	Items that can be used in battle. They are obtained from division rewards. Refer to the Social chapter of this guide for more information.

Collectopedia

Meanwhile, all of the collectible items on Mira can be registered into the Collectopedia. If the box reads "OK," then you're good to register! The more items you register, the more and greater rewards you accrue:

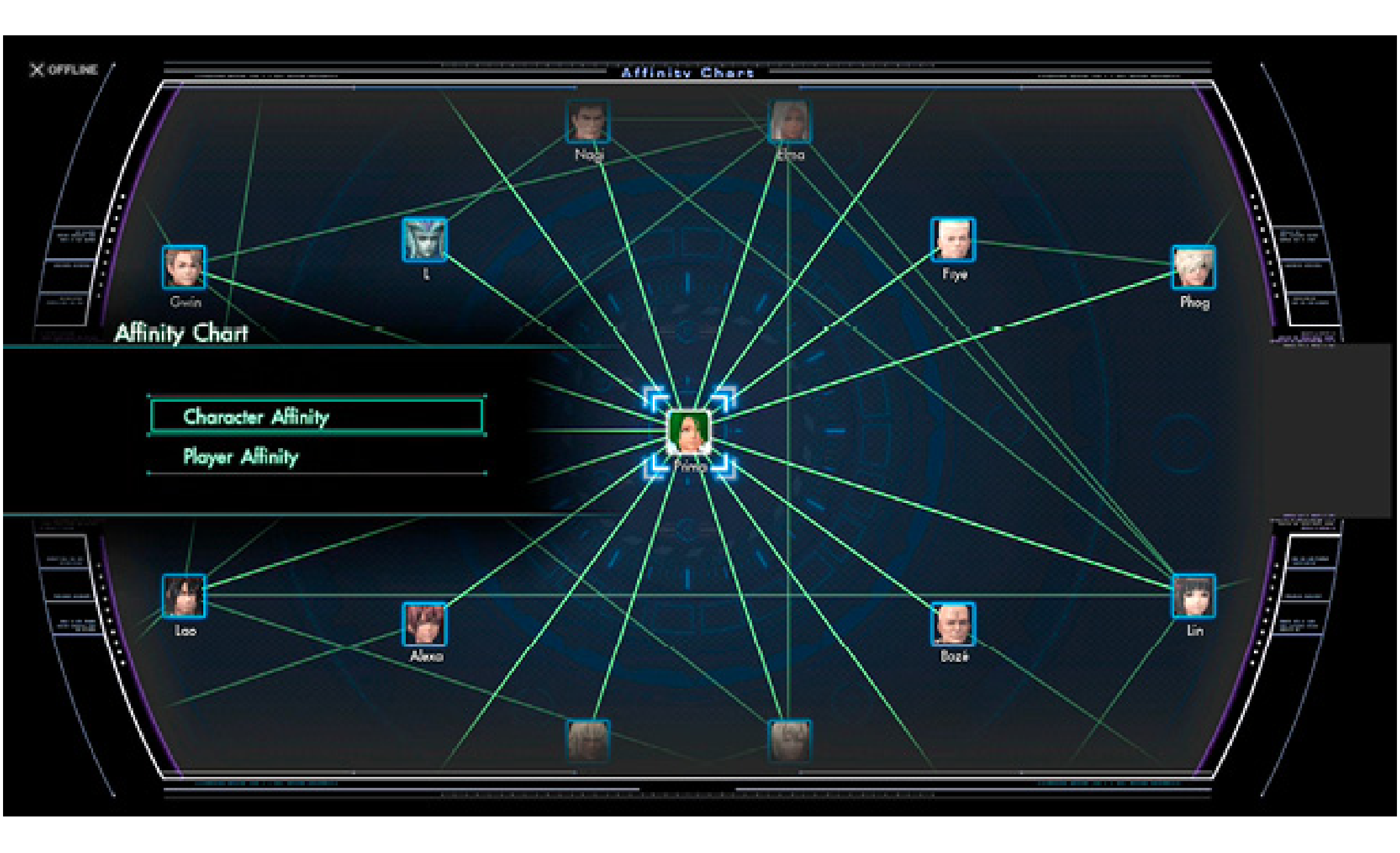
Lucky Panel	Add an item to a panel with a star icon on it and you'll receive some battle points.
Row Complete	Battle points and a holofigure await you for completing an entire row for a region.
Category Complete	You'll receive battle points for completing an entire category for all continents.
Region Complete	You'll receive battle points and a data probe for completing all items for a region. Explore everywhere!


Crush Ring
Collectible
Rare
A cruel alien torture device that coils around the head, arms, and legs, severely constricting the victim.
Collectopedia Status: Registered
Category: Xenotech
Region Found: Primordia
No. Held: 94
Sell Price: 200

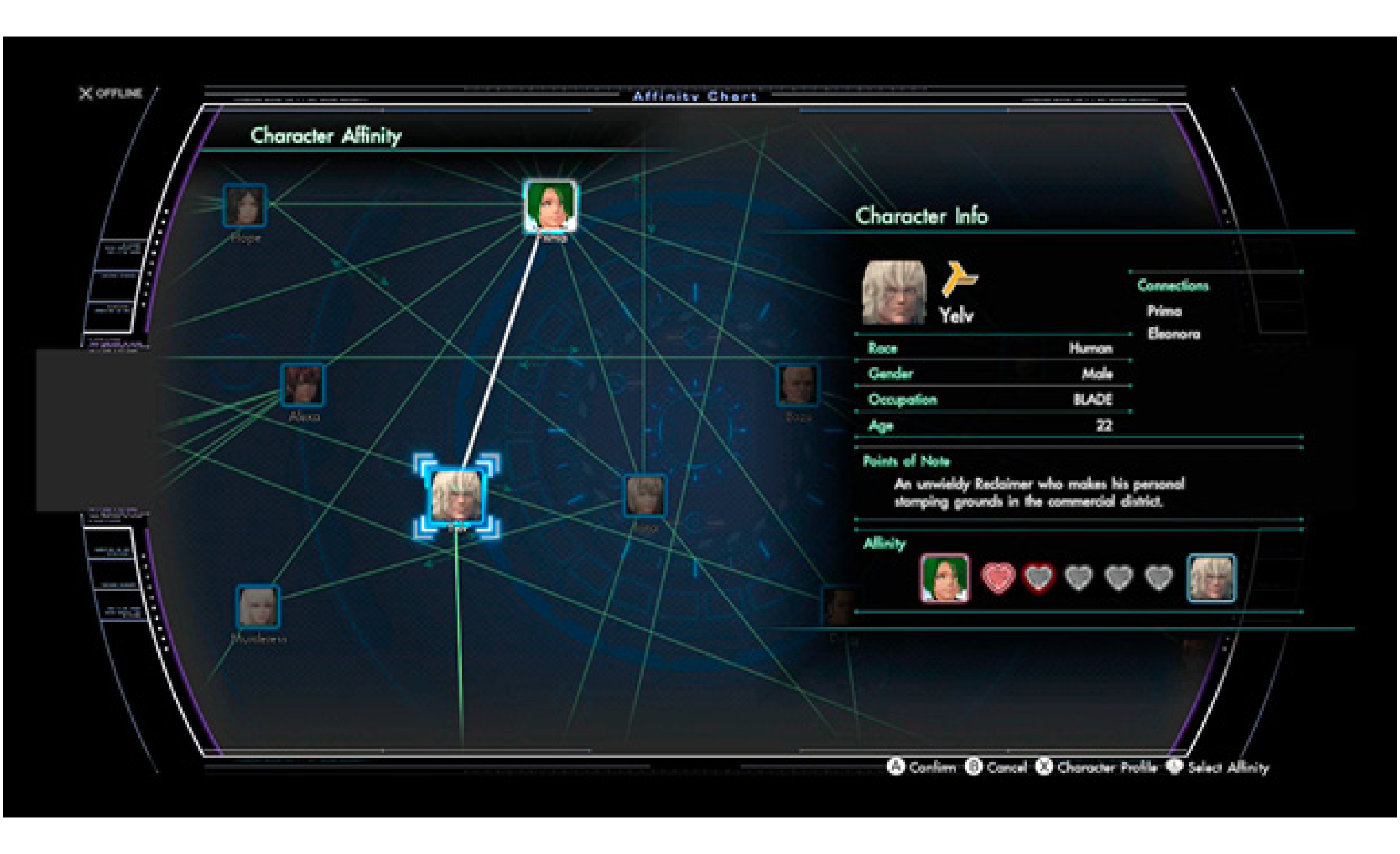
> **Sacrifices Must Be Made**
>
> If you add a collectible to the Collectopedia, one of it will be removed from the Inventory. If you only have one of a collectible, you'll have to make a decision about whether or not you might need it later for a mission or a purchase!

> For a complete list of collectibles you can place into the Collectopedia, as well as their locations, check the Collectibles section of this guide's Data chapter.

Making Friends



Affinity refers to the relationships between characters, whether it be between you and other characters or other characters and each other. You can view these connections in the Affinity Chart menu. Highlight any character to get a glimpse of their relationships.


Character Info
Yelv
Race: Human
Gender: Male
Occupation: BLADE
Age: 22
Connections: Prima, Eleonora
Points of Note: An unwieldy Reclaimer who makes his personal stomping grounds in the commercial district.

If the relationship is between you and another playable party member, your Affinity level is displayed in hearts. You can increase Affinity hearts by having these characters in your party and then successfully activating Soul Voices with them, completing missions, or responding to dialogue questions in ways that line up with that party member's personality.

If you gain enough Affinity between yourself and a character, you can trigger a heart-to-heart special event. For locations and requirements of these special events, check the Segment Contents section of the Data chapter.

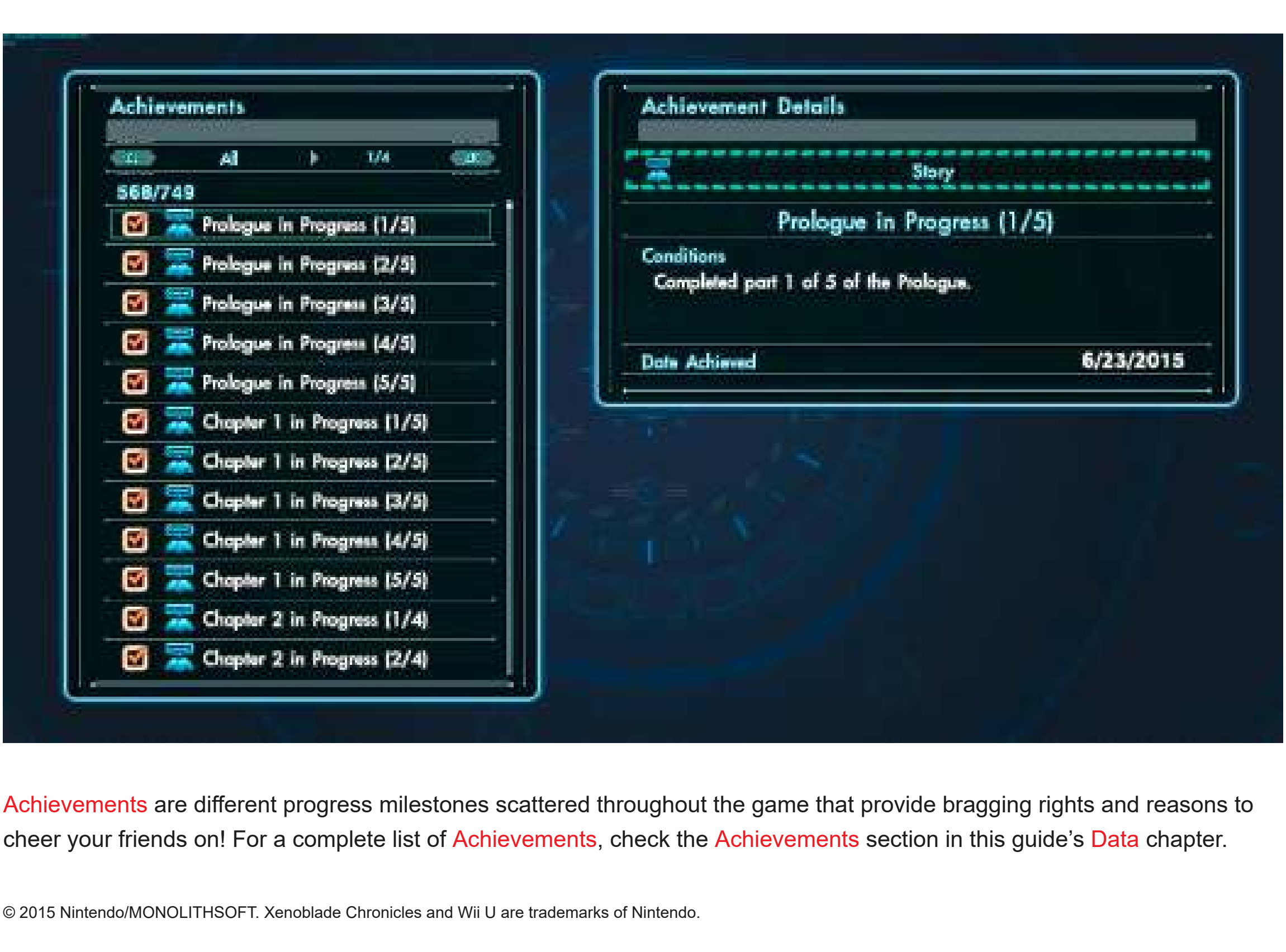
Social Functions

The Ties That Bind
Retrieve Tatsu's father's glasses from Primordia's Headwater Cavern. 0 / 1
Primordia
07:05
LATE NIGHT
Skell Fuel
Reset Camera
Target
Switch Weapon
Jump
No. 20
Squad Tasks
SQUAD MISSION

Xenoblade Chronicles X comes equipped with a robust online component that allows you to passively enjoy adventuring on planet Mira with people from all around planet Earth. You can take on specialized missions, rally behind your BLADE divisions, and earn special rewards that would take far more time to earn in the game's single-player mode alone.

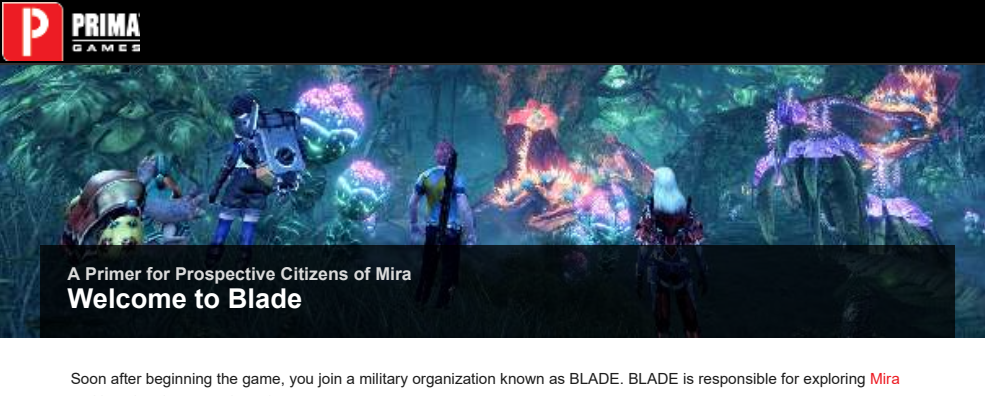
For an in-depth look at the game's social components, check the Social chapter of this guide.

Doing Great Works


Achievements
All 1/4
568/749
Prologue in Progress (1/5)
Prologue in Progress (2/5)
Prologue in Progress (3/5)
Prologue in Progress (4/5)
Prologue in Progress (5/5)
Chapter 1 in Progress (1/5)
Chapter 1 in Progress (2/5)
Chapter 1 in Progress (3/5)
Chapter 1 in Progress (4/5)
Chapter 1 in Progress (5/5)
Chapter 2 in Progress (1/4)
Chapter 2 in Progress (2/4)

Achievement Details
Story
Prologue in Progress (1/5)
Conditions: Completed part 1 of 5 of the Prologue.
Date Achieved: 6/23/2015

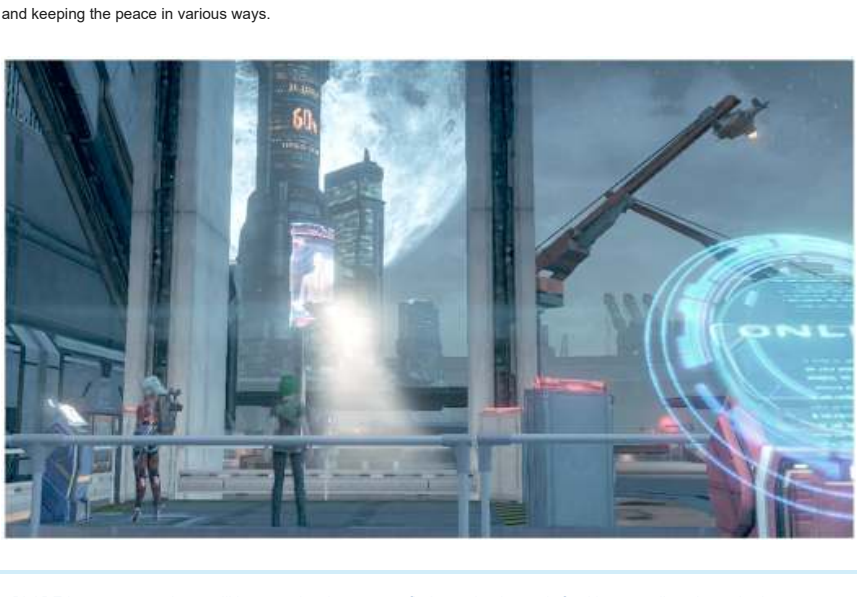
Achievements are different progress milestones scattered throughout the game that provide bragging rights and reasons to cheer your friends on! For a complete list of Achievements, check the Achievements section in this guide's Data chapter.



A Primer for Prospective Citizens of Mira

Welcome to Blade

Soon after beginning the game, you join a military organization known as BLADE. BLADE is responsible for exploring Mira and keeping the peace in various ways.

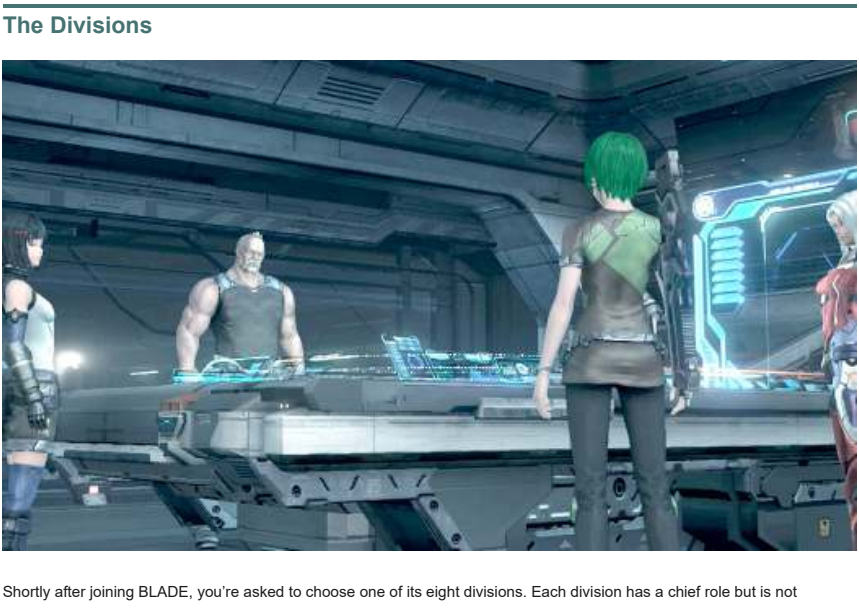


BLADE is an acronym, but you'll have to play the game to find out what it stands for. It's…actually rather sobering.

The Levels

By working as a member of BLADE, you earn division points. Your BLADE level increases as you reach certain division point thresholds. You can gain division points faster by performing tasks promoted by your division; for example, the Pathfinders emphasize exploration.

The Divisions



Shortly after joining BLADE, you're asked to choose one of its eight divisions. Each division has a chief role but is not restricted to that role. Choose what division you want to join according to your preferred play style. Roles that are "promoted" will earn you BLADE division points at a faster rate; for example, you can gain division points more quickly by planting probes as a Pathfinder or by defeating tyrants as a Harrier.

Divisions can also lend different types of support out in the field. Approach a base camp bearing a division's symbol and ask for their support if you so wish. That division will then provide automatic and passive bonuses that take effect while you are in battle.

If you are playing online, you can change your division at any time via the Network Console in the BLADE Barracks.

The different divisions, their roles, and support types are as follows.

Pathfinders

This division promotes the installation of data probes and the finding of new locations. Pathfinders provide HP Support help, which recovers HP over time.

Interceptors

Interceptors promote defeating the indigens and completing missions. The Ranged Master support from your fellow Interceptors increases the damage dealt by ranged weapons.

Harriers

This division promotes defeating the indigens and tyrants. The Melee Master support increases the damage dealt by melee weapons.

Reclaimers

Reclaimers promote retrieving treasure boxes and installing data probes. Their Drop Sensor support increases the chance of obtaining items from enemies.

Curators

This division promotes gathering collectibles and defeating tyrants. Other Curators offer the Critical Master support, which increases the chance of landing a critical hit.

Prospectors

Prospectors promote collecting resources and discovering new techniques. Their Defense Support decreases the amount of damage you take.

Outfitters

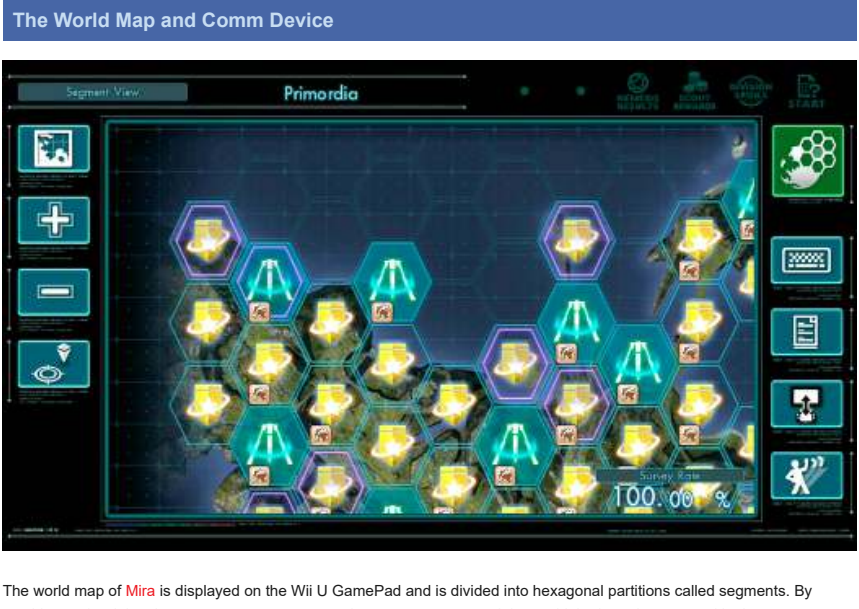
This division promotes investing miranium in arms manufacturers and gaining R&D points. Outfitters provide R&D Support, which increases the number of R&D points you obtain.

Mediators

Mediators promote completing missions and building good relationships with other players' avatars. Their TP Support allows you to accumulate additional TP when attacking with Arts.

Survey the Planet

The World Map and Comm Device



The world map of Mira is displayed on the Wii U GamePad and is divided into hexagonal partitions called segments. By touching and swiping these segments, you can navigate your way around the world, both on the map and in the game proper.

Different world map features will be available over the course of the game, with icons to match.

Toggle display modes.

Send a BLADE report (see the Social chapter for details).

Turn the BLADE report display (which appears on the upper left corner of the screen) on or off.

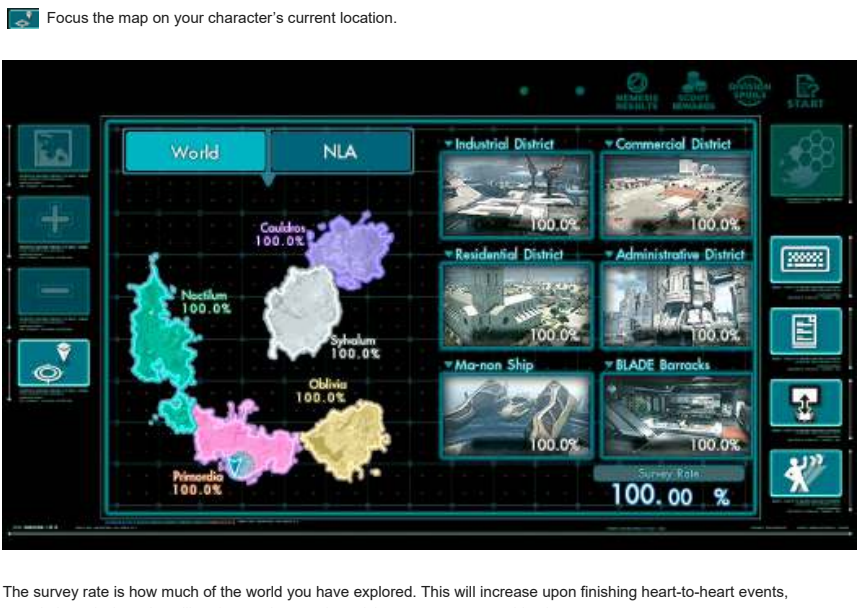
Display the game screen on the GamePad.

Select an emote for your character to perform.

Display the world/NLA maps.

Zoom the map in or out.

Focus the map on your character's current location.



The survey rate is how much of the world you have explored. This will increase upon finishing heart-to-heart events, completing missions, installing data probes, and resolving segment recon objectives.

The comm device is also home to several alert notices.

A story mission is available.

There is a scout reward waiting for you. See the Social chapter for more details on this.

There is a battle reward waiting for you. This applies to Global Nemesis battles. See the Social chapter for more details.

World Map: Segment View

The map screen can be viewed in three distinct ways, each of which provides different sets of information.

Segment view is the default view of the world map and the one with the most functions, such as fast travel.

Tatsu's Tips: Remember the Reverse Rainbow!

The color of any segment indicates the general danger level of the enemies in that area. The order goes, from least to most dangerous: purple > blue > green > yellow > orange > red. A good way to remember is to think of the colors of the rainbow, but in reverse.

Denotes a potential FrontierNav site.

Denotes a FrontierNav site with a data probe installed.

Denotes a segment that can reached via fast travel. You can fast-travel by touching any location on the segment map that is specially marked with this icon, then touching the fast travel icon that appears at the bottom left of the map.

Denotes a segment that has no information available on it yet. Plant probes to uncover these segments' secrets.

Recon and Resolve

Segment recon consists of the activities that are possible within a certain segment.

Denotes that there's new segment recon to do. This icon usually happens upon hearing conversations from others in New LA or out in the field (for example, base camps). Touch the segment to find out its details.

Denotes segment recon that has been checked (but not yet resolved). Finish the job! If a segment has outstanding activities, they too will be marked with icons.

Denotes that a specific tyrant is located here.

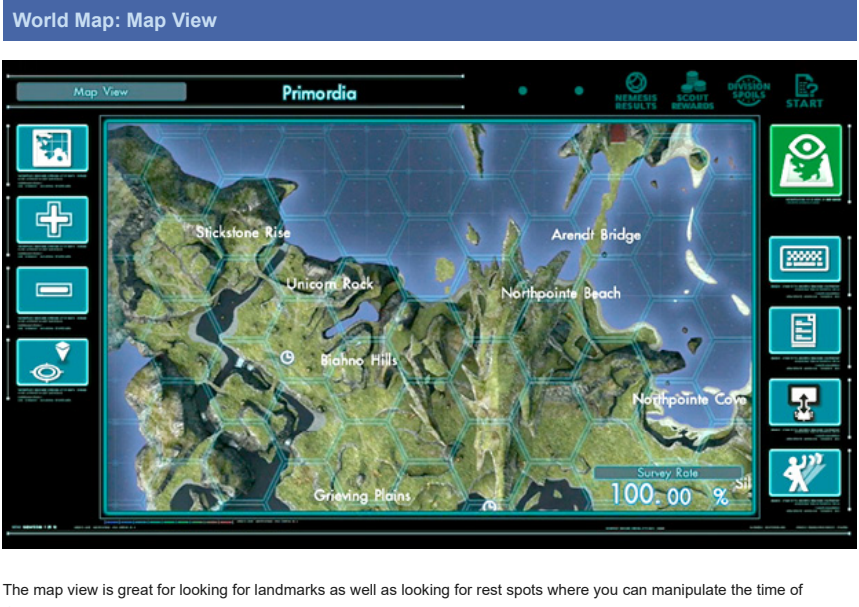
Denotes that a treasure box of note is located here.

Denotes that a normal mission objective is located at the segment.

Denotes that an affinity mission objective is located at the segment.

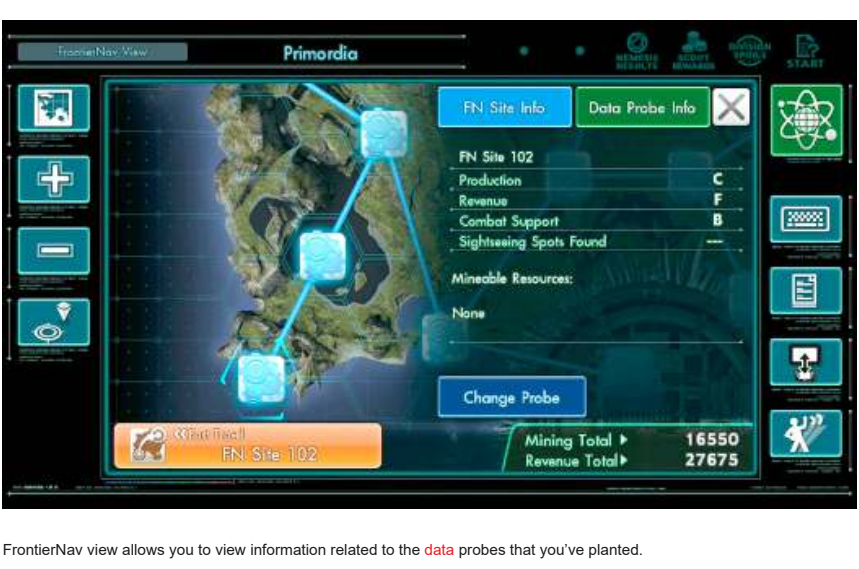
Denotes a fully resolved segment, which counts towards your survey rate. Go for 100 percent in all territories.

World Map: Map View



The map view is great for looking for landmarks as well as looking for rest spots where you can manipulate the time of day.

World Map: FrontierNav View



FN Site 102
Production C
Revenue F
Combat Support B
Sightseeing Spots Found ---
Mineable Resources:
None
Mining Total 16550
Revenue Total 27675

FrontierNav view allows you to view information related to the data probes that you've planted.

The number near a data probe indicates its grade, and if it's circled, then it is part of a link combo.

Mining information is shown at the bottom right. Planting probes allows for the mining of miranium, as well as income from Miran tourism. The latter comes in the form of credits, which you can spend in places like Armory Alley. The two numbers denote how much of each you'll receive automatically on a regular basis.

Touch any location that has a probe installed to display information about the probe and the FrontierNav site in general.

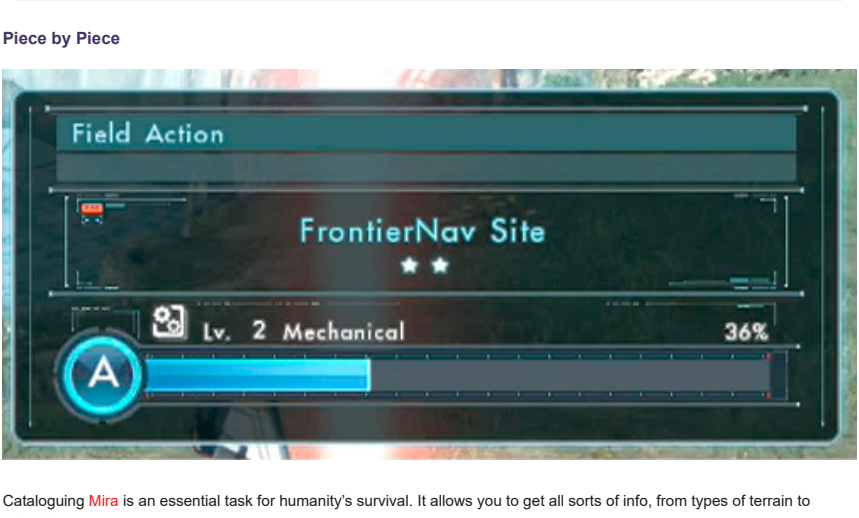
FN site info is a rundown of the segment's potential—in other words, its yield when a corresponding type of probe is placed.

Production	Refers to the amount of miranium that can be mined from the segment.
Revenue	How many credits the segment can generate.
Combat Support	How effective a battle probe will be in the segment.
Sightseeing Spots Found	The number of sightseeing spots discovered. Look for those secret landmarks!
Mineable Resources	Some segments have rare resources available to mine. You can see these here.

Tatsu's Tips: Match and Match!

It's a good idea to match up the right type of probe with a segment that has a high potential in a corresponding field. For example, if a segment has a production potential rating of A, that's a prime place to set up your highest-grade mining probe! Meanwhile, you can check how well your probe is doing in the Data Probe Info subscreen.

Piece by Piece



Cataloguing Mira is an essential task for humanity's survival. It allows you to get all sorts of info, from types of terrain to mineable resources.

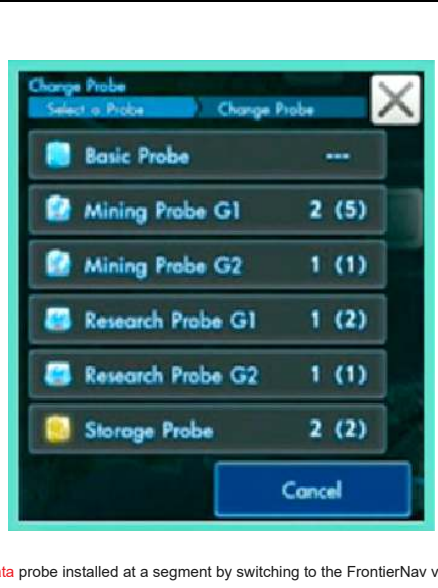
One of your overarching objectives in the game is to plant data probes at compatible points called FrontierNav probe sites. You'll know a site by the distinctive beam of light shooting out of the ground. Approach the beam and press **(A)** repeatedly to plant the probe.

Once you install a data probe, that segment will be catalogued, as well as others around it, providing precious information and adding to your segment recon rate. Go for 100 percent!

Here are the types of probes you can plant. Note that some of these will not be available until later into the game.

Basic Probe	The probe that is planted by default at all FrontierNav probe sites. Has no special attributes.
Mining Probe	Allows for increased mining of miranium. Up to 10 grades of this probe exist.
Research Probe	Allows for increased currency gain. Up to six grades of this probe exist.
Battle Probe	Gives the party various beneficial battle-related effects while inside the region where the probe is installed.
Booster Probe	Enhances the primary function of connected probes. Up to two grades of this probe exist.
Storage Probe	Allows for increased maximum miranium storage.
Duplicator Probe	Copies the function of a connected probe. It will not copy other duplicator probes, however.
Fuel Recovery Probe	Allows for greater fuel recovery of Skells standing within the region where the probe is installed.
Melee Attack Probe	Allows for greater melee attack power of party members or Skells standing within the region where the probe is installed.
Ranged Attack Probe	Allows for greater ranged attack power of party members or Skells standing within the region that the probe is installed.
EZ Debuff Probe	Allows for easier debuffing of enemies located within the region where the probe is installed.
Attribute Resistance Probe	Allows for greater attribute resistances (physical, thermal, etc.) for party members or Skells standing within the region where the probe is installed.

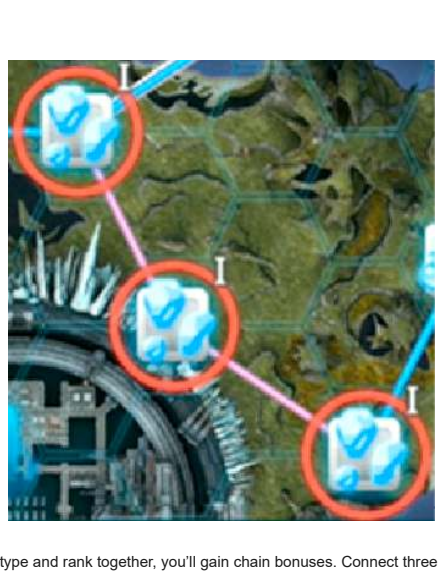
Changing Probes



Change Probe
Select a Probe
Change Probe
Basic Probe ---
Mining Probe G1 2 (5)
Mining Probe G2 1 (1)
Research Probe G1 1 (2)
Research Probe G2 1 (1)
Storage Probe 2 (2)
Cancel

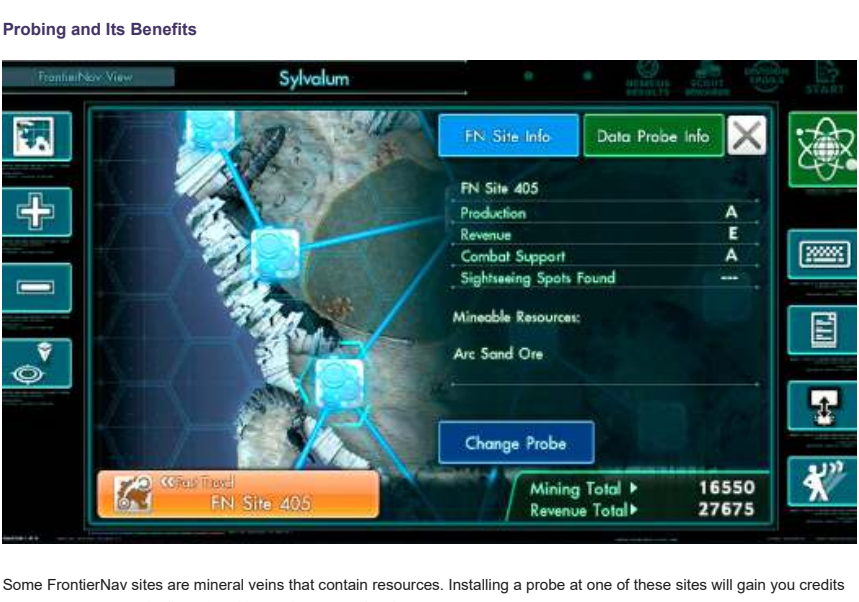
You can change the type of data probe installed at a segment by switching to the FrontierNav view of the segment map on the Wii U GamePad, then pressing Change Probe. From there simply pick from the list. Changing a probe to anything but a basic probe costs credits, so make sure you have them!

Link Combos



If you link probes of the same type and rank together, you'll gain chain bonuses. Connect three sites with the same probe for an effect boost of 30 percent, connect five for 50 percent, and connect eight for 80 percent. Chaining can really help when you're trying to get lots of credits or miranium.

Probing and Its Benefits

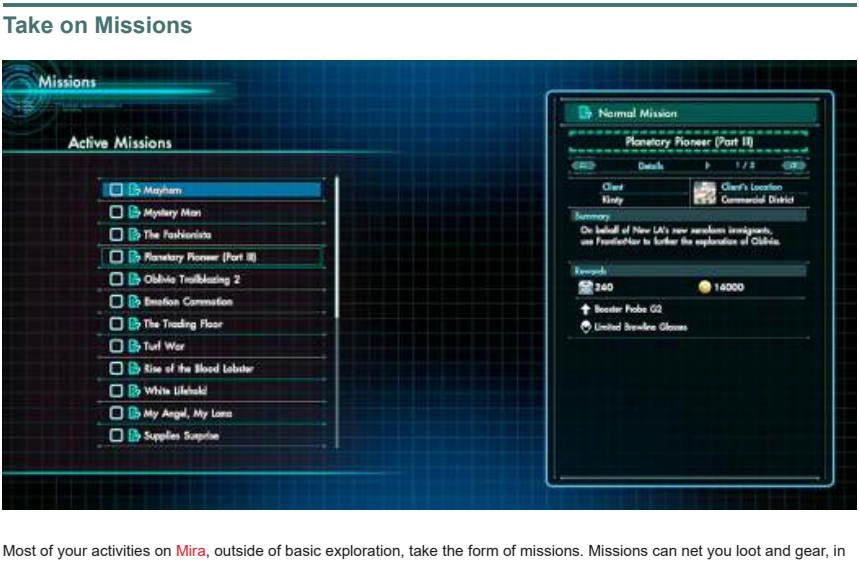


FN Site 405
Production A
Revenue E
Combat Support A
Sightseeing Spots Found ---
Mineable Resources:
Arc Sand Ore
Mining Total 16550
Revenue Total 27675

Some FrontierNav sites are mineral veins that contain resources. Installing a probe at one of these sites will gain you credits or resources automatically at timed intervals as you play the game.

There are two main types of resources you can gain. The first is miranium, an ore that is useful for upgrading arms manufacturers and for different missions. Meanwhile, rare resources are named and will show up in your Inventory. Check the Segment Info section of the Data chapter for more details. Please note that leaving the game on for a long period of time will not continue to generate revenue.

Take on Missions



Most of your activities on Mira, outside of basic exploration, take the form of missions. Missions can net you loot and gear, in addition to revealing more about the characters and world. There are four types.

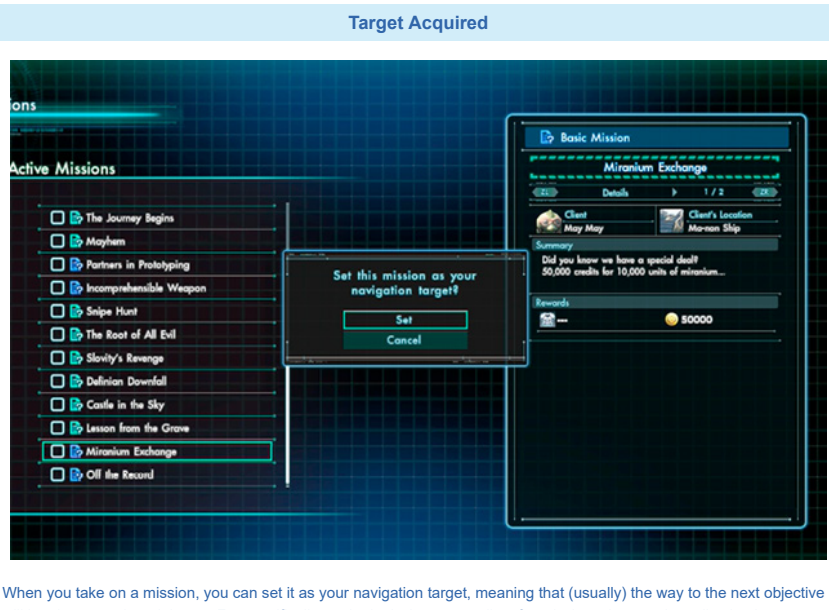
Story	This is the main story thread of the game.
Affinity	These missions go in-depth regarding your party members and will increase the Affinity levels between you and them. They also tend to require having already gained a certain amount of Affinity between you and the party member. Some Affinity missions even yield new party members and Arts!
Normal	These are missions that task you to do various things around Mira, be they chores, escorting, gathering, you name it. This is the best way to gain most of the game's items and buyables, as well as to learn about citizens of Mira who aren't your party members.
Basic	These missions are more of the routine variety, such as bounties, collection, or talking to others. Do these for quick rewards or to unlock missions of higher tiers. You can grab basic missions at Mission Control. You can accept up to 20 missions of this type at once, and they can be canceled at any time.

You can check on your progress in the Missions menu.

No Crowding!

You can accept only one story or Affinity mission at a time. Once it's accepted, it cannot be canceled, nor can you switch out any "required" party members for its duration. Make sure you're ready for the challenge! It might be a good idea to save your game immediately before accepting the mission, then reloading your save file if it proves to be too much for you.

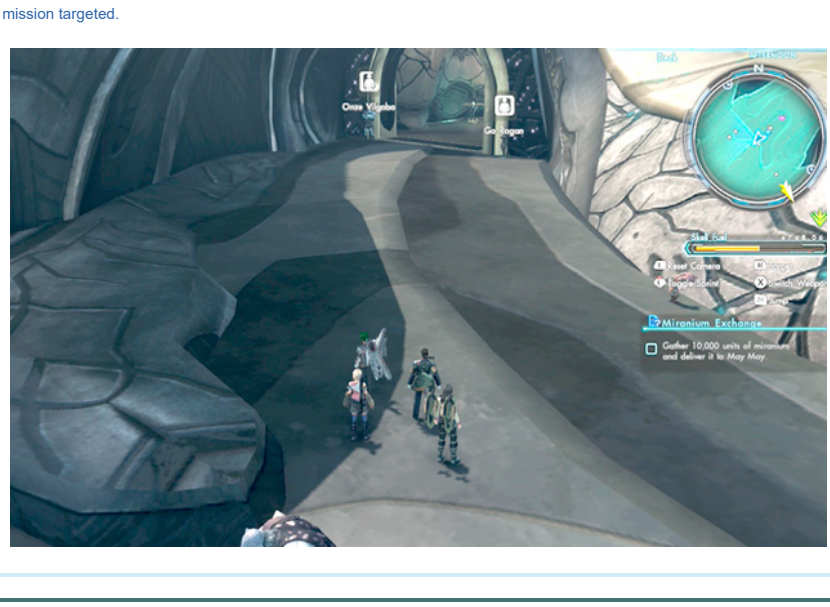
Target Acquired



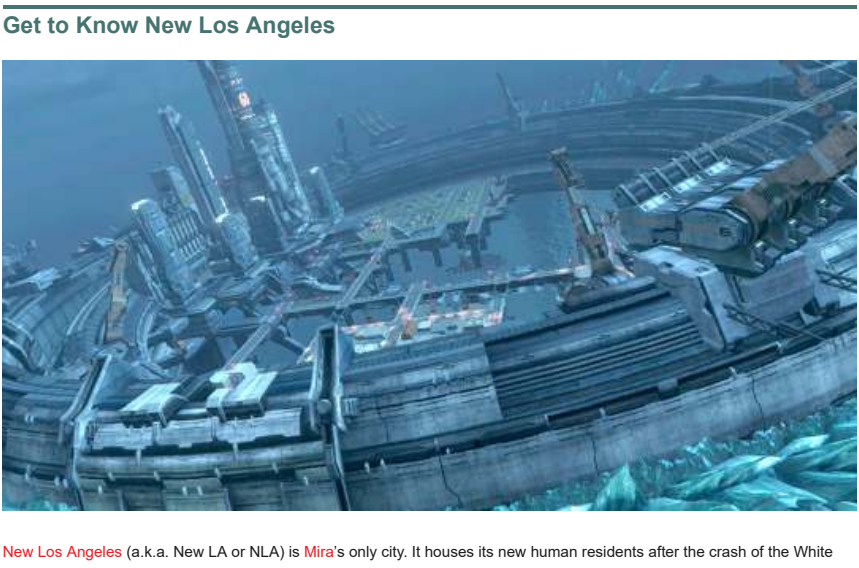
Set this mission as your navigation target?
Set
Cancel

Did you know we have a special deal? 30,000 credits for 10,000 units of miranium...

When you take on a mission, you can set it as your navigation target, meaning that (usually) the way to the next objective will be shown on the mini-map. For specifically marked missions, as well as for missions that require collecting items, navigation may be unavailable. Your mission objective is also always shown to the right of the screen once you have a mission targeted.



Get to Know New Los Angeles



New Los Angeles (a.k.a. New LA or NLA) is Mira's only city. It houses its new human residents after the crash of the White Whale. Beings of all walks of life live here, and the city grows in population as you progress through the game. Most normal missions involve citizens of NLA.

NLA is broken up into five regions: Administrative District, Commercial District, Industrial District, Residential District, and Ma-non Ship.

Administrative District

Part of the upper level, the Administrative District houses BLADE Tower and all of the BLADE facilities you'll be actively using, such as Armory Alley. BLADE operatives of various divisions hang out here as well, including a good chunk of your recruitable party members.

Commercial District

Part of the lower district, the Commercial District offers shops and food galore. This is where the people of New LA go to sell their non-BLADE-related wares. However, these shops aren't available for you, just for the non-player residents of New LA.

Industrial District

The Industrial District is part of the lower level. It houses the industries of New LA. The massive Outfitters Test Hangar, which you'll be seeing for many missions, is located here.

Residential District

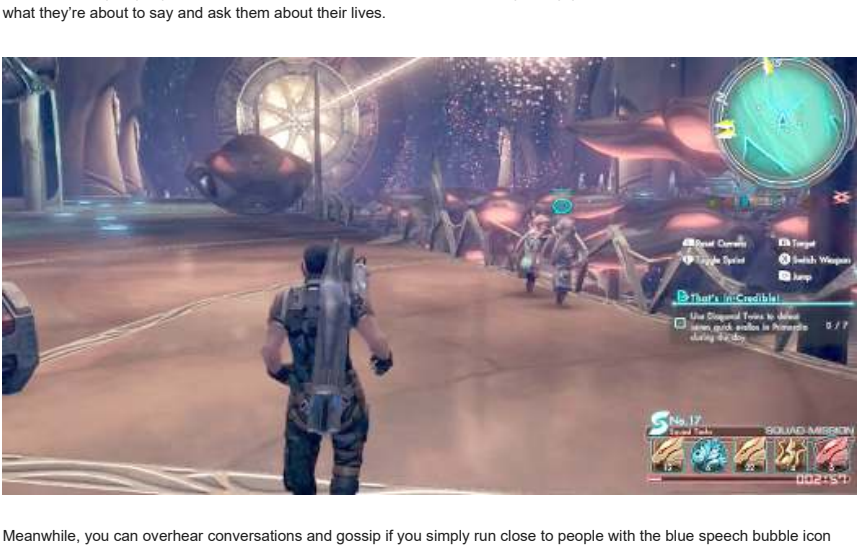
Part of the lower level, the Residential District houses the people of New LA and is home to its most scenic sights.

Ma-non Ship

The Ma-non Ship is part of the upper level. You'll gain access to it after Chapter 5 of the main story.

Conversing and Eavesdropping

You can walk up to people who have the correct icon above their head and press **(A)** to initiate a conversation. You can hear what they're about to say and ask them about their lives.

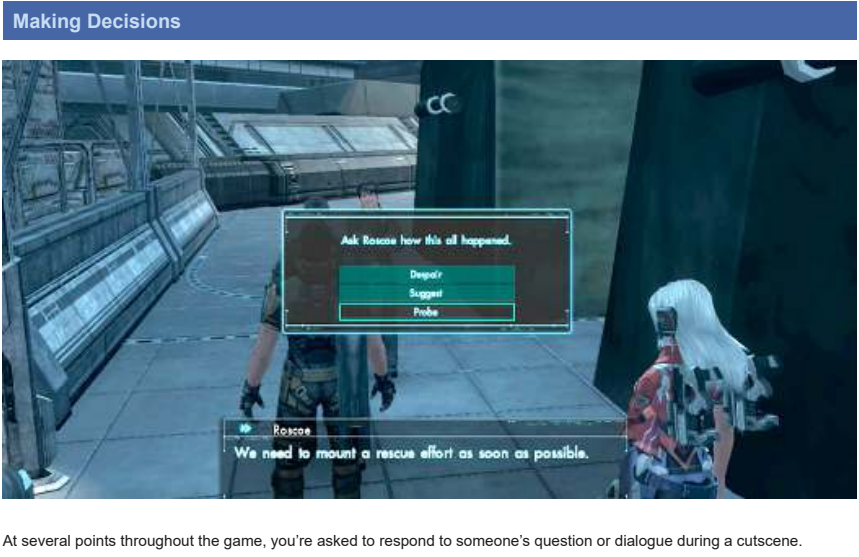


Meanwhile, you can overhear conversations and gossip if you simply run close to people with the blue speech bubble icon above their heads. If you run into someone with a yellow icon, they'll usually tell you something useful about a mission, treasure, or tyrant. You can check on these in the Info menu.

Stay Ground-Bound

Overhearing conversations won't work in a Skell—it's too big and noisy! You'll have to listen around on foot.

Making Decisions



Ask Roscoe how this all happened.
Despair
Suggest
Probe

Roscoe
We need to mount a rescue effort as soon as possible.

At several points throughout the game, you're asked to respond to someone's question or dialogue during a cutscene. Sometimes it's for cosmetic purposes, but many times you'll gain Affinity with your party members if the answer you give lines up with their personality. Do you try to please them or stay true to yourself? The choice is entirely yours.

The City Mini-Map

Keep an eye on these icons on your mini-map as you traverse New LA. They allow you to reach destinations and progress in the game more quickly.

Conversable characters

Exit

Elevator

Shop

Normal mission

Affinity mission

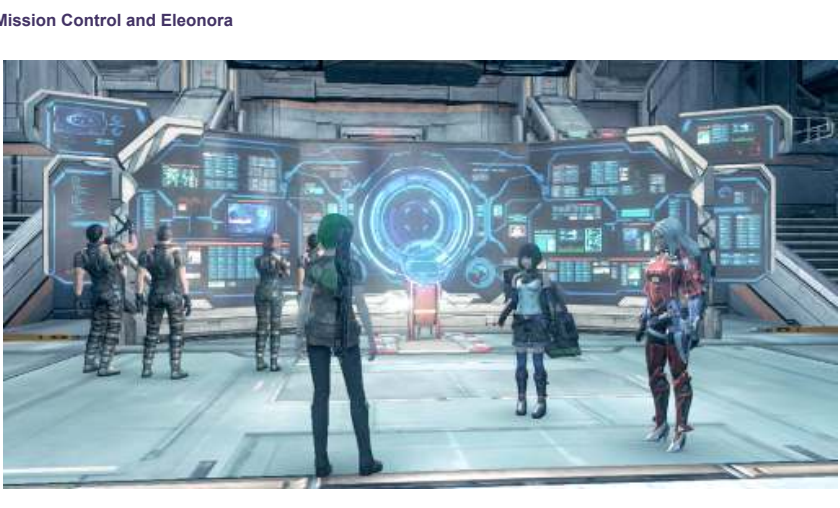
BLADE Facilities

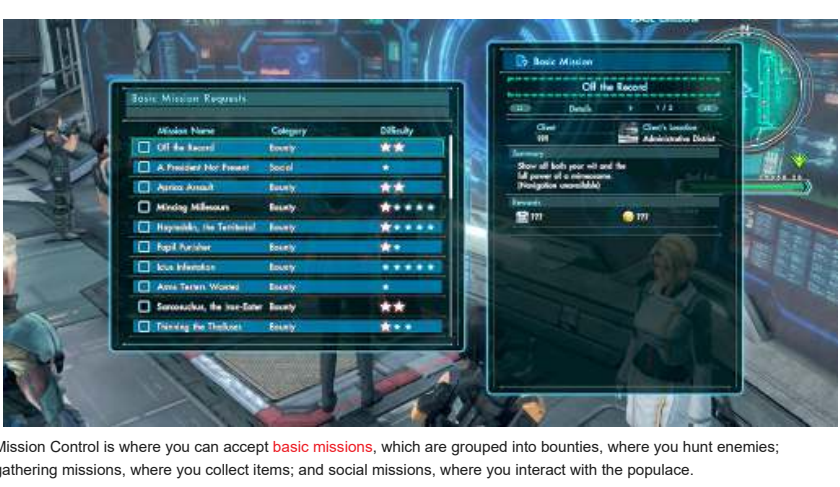
From its top brass to your standard NLA citizen, BLADE requires the support of humanity and xenoform alike to achieve its goals. In the Administrative District of NLA, you'll find various facilities to help you in your missions.

BLADE Concourse

The BLADE Concourse is where it all happens—BLADEs gather to converse, pick up missions, and advance in the ranks.

Mission Control and Eleonora

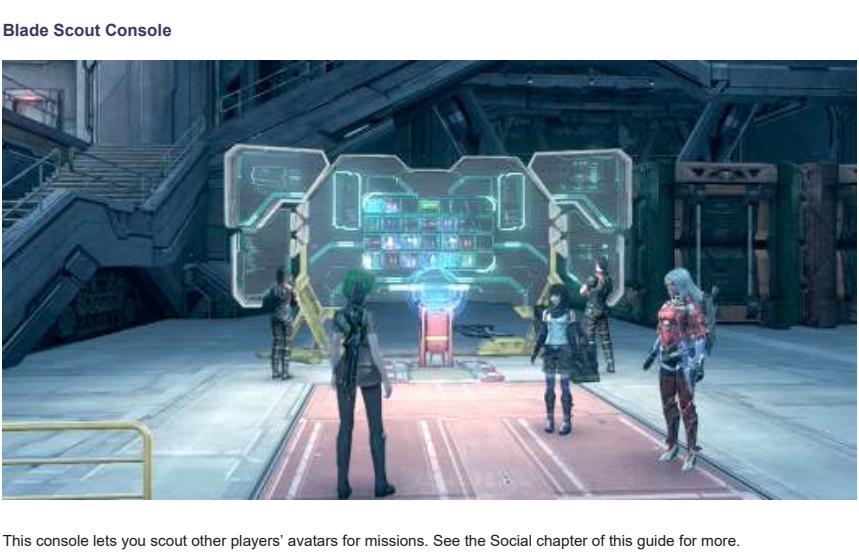




Mission Control is where you can accept basic missions, which are grouped into bounties, where you hunt enemies; gathering missions, where you collect items; and social missions, where you interact with the populace.

Eleonora, meanwhile, doles out the rewards for when you rise through the ranks of BLADE. Every time you gain a new BLADE level, talk to her; she'll give you a new level in field proficiency, as well as a new way to decorate the BLADE Barracks.

Blade Scout Console



This console lets you scout other players' avatars for missions. See the Social chapter of this guide for more.

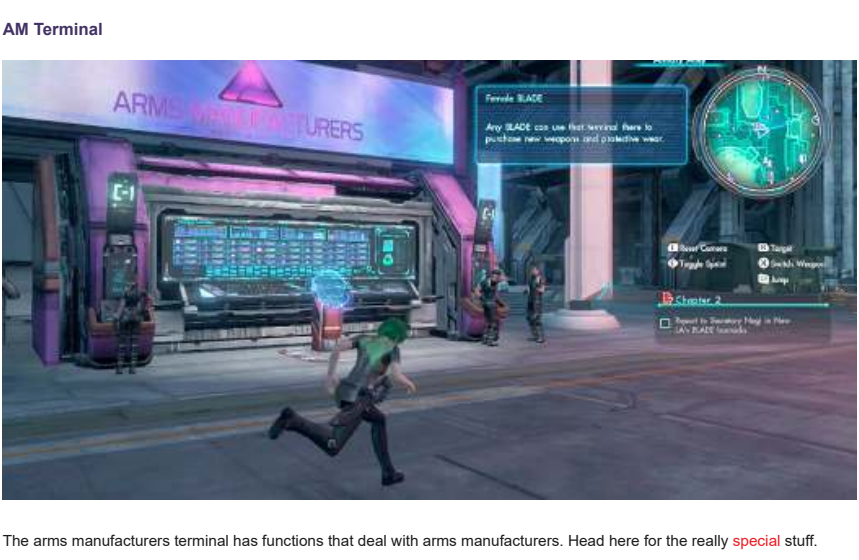
Armory Alley

The cyber-shopping district of NLA, this corridor of the Administrative District sells everything you could possibly need to gear up and explore Mira on its terms.

Shop Terminal

Here you can buy or sell ground gear for your characters, in addition to Skells and Skell gear.

AM Terminal



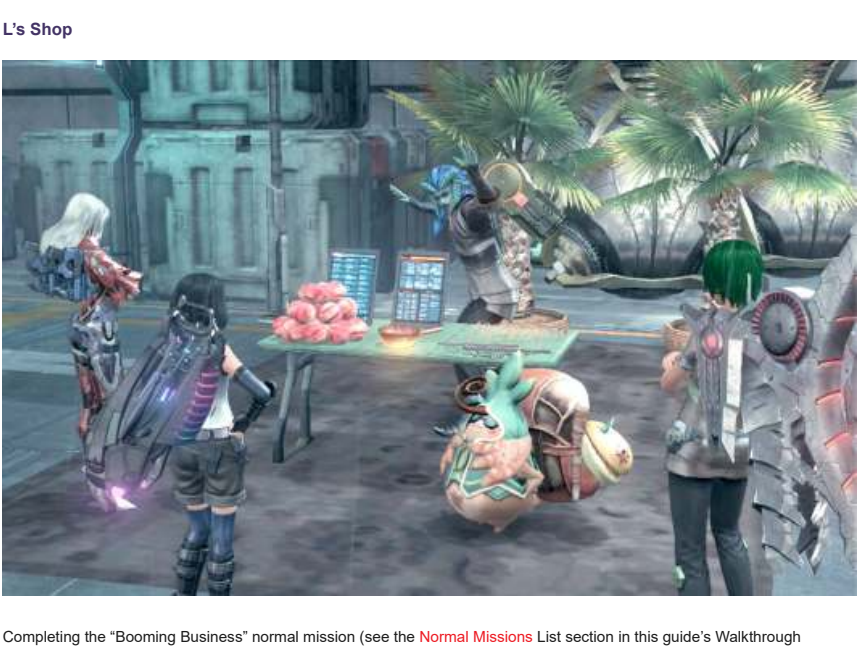
The arms manufacturers terminal has functions that deal with arms manufacturers. Head here for the really special stuff.

AM Terminal	Invest miranium in New LA's arms manufacturers. The more miranium you invest, the higher you can raise their R&D level, allowing them to craft more powerful gear for you.
Upgrade Battle Traits	Using materials mined or gathered in the field, you can upgrade attributes of ground or Skell gear.
Engineer Augments	Using materials mined or gathered in the field, you can create special devices called augments, which can be inserted into ground or Skell gear that contains open augment slots.
Develop New Gear	Using materials mined or gathered in the field, you can develop entirely new gear not found in the shop terminal, provided the arms manufacturers are of a high enough level to unlock them. Go for the superweapons!

Tatsu's Tips: Being a Showoff Pays Off

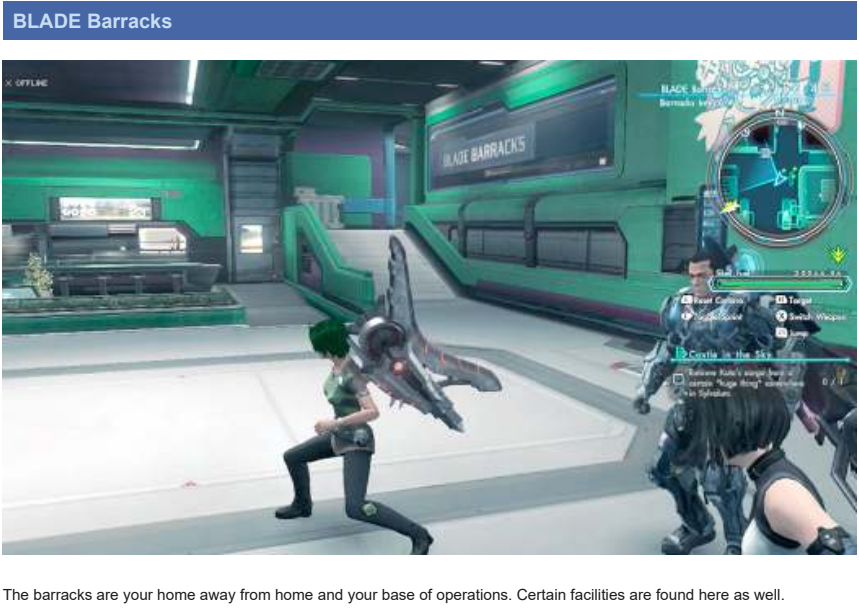
You can also automatically gain points with an R&D company upon visiting this terminal by "advertising" their products—that is, going out and defeating enemies using weapons or armor manufactured by a particular company. Want easy pointage with Sakuraba Industries? Keep their stuff equipped!

L's Shop



Completing the "Booming Business" normal mission (see the Normal Missions List section in this guide's Walkthrough chapter) unlocks L's Shop, where you can create augment slots for weapons and armor for a fee.

BLADE Barracks



The barracks are your home away from home and your base of operations. Certain facilities are found here as well.

BLADE Barracks Console

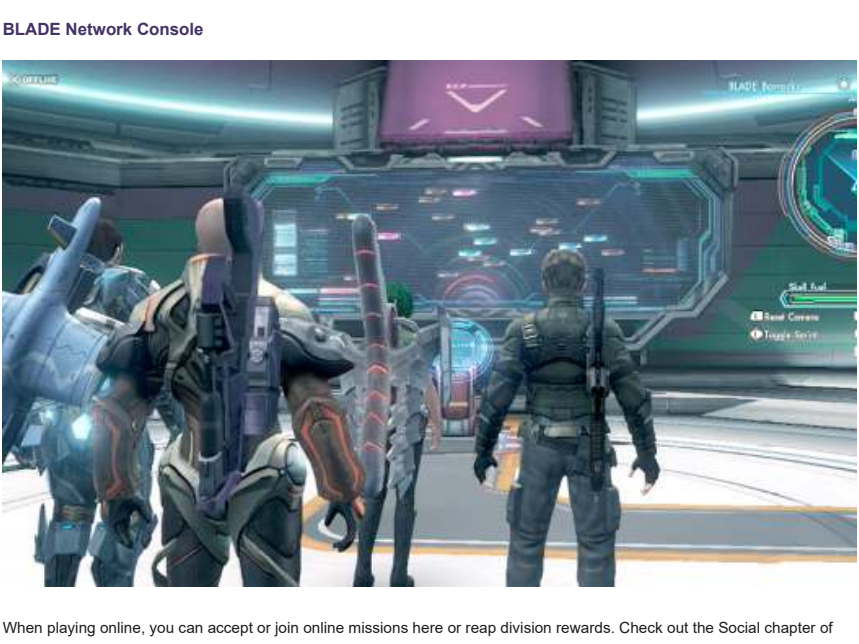
BLADE BARRACKS

Use this to redecorate the barracks and manage your Skells.

Holofigure Gallery

You can use this to check out the holofigures you've received as mission rewards or for defeating tyrants.

BLADE Network Console

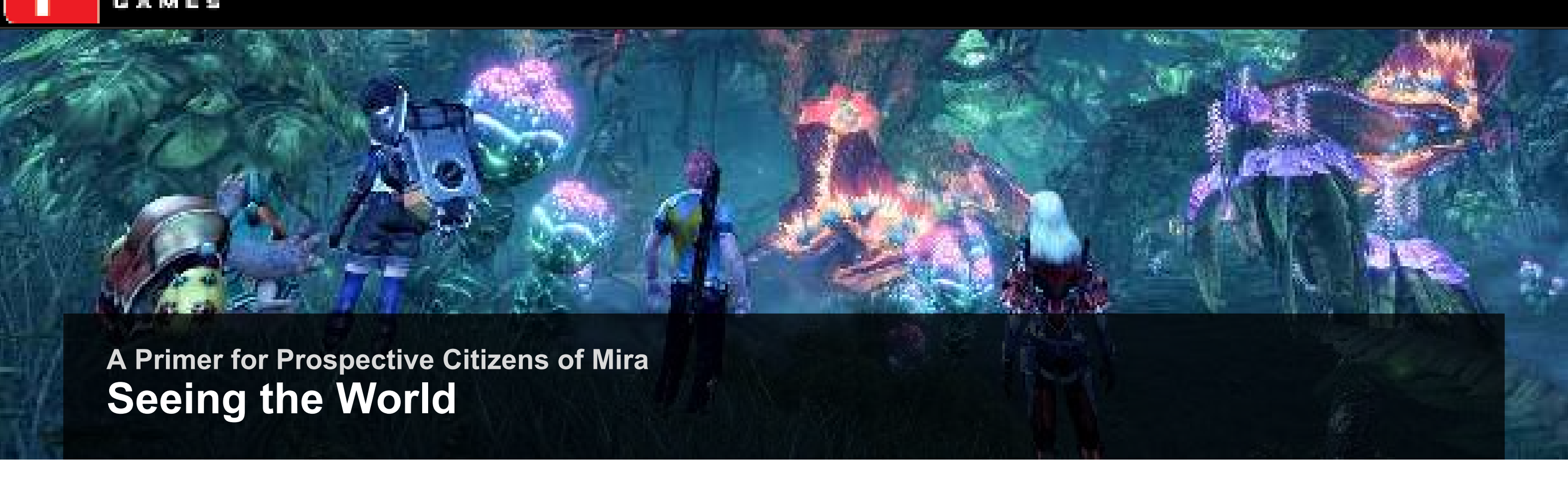


When playing online, you can accept or join online missions here or reap division rewards. Check out the Social chapter of this guide for more info.

Party Members

Reports Diner
Male Mechanic
Talk
A

When characters join your party, you'll find them littered around New LA in their usual hangout spots. You can find information on those spots in the Segment Info section of the Data chapter. Unless that character has temporarily relocated due to an active heart-to-heart event, you can head to these spots and recruit them.

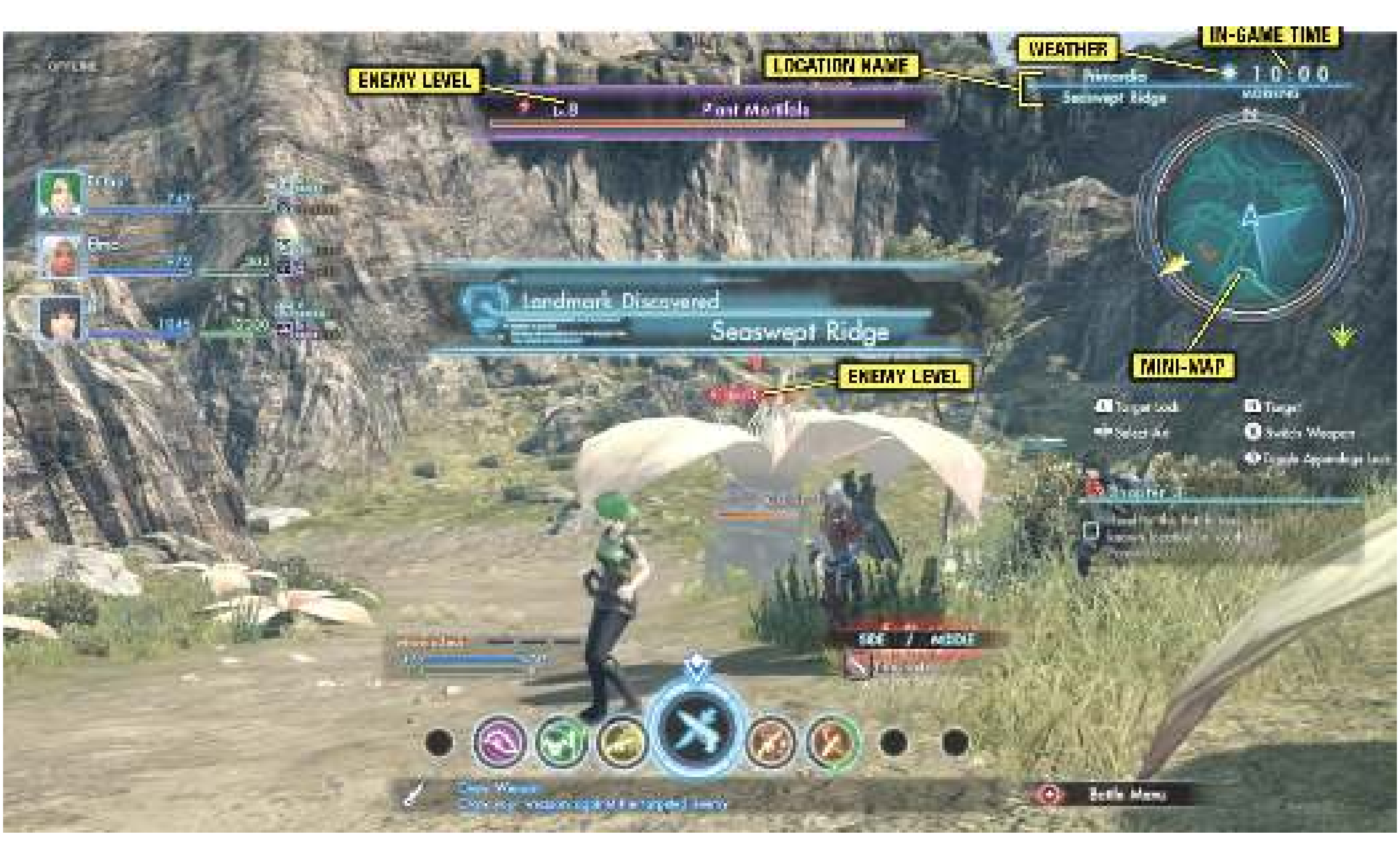


A Primer for Prospective Citizens of Mira

Seeing the World

In order to survey planet Mira, you'll need to explore it—step by step, mountain by mountain.

The Helpful HUD



The HUD gives you several pieces of information to help you keep your bearings as you explore Mira.

Location Name	Where you are. The overall region name is above the line, while the area name is below the line.
Weather	Mira is host to all sorts of weather depending on the time of day and the region. Weather also often comes packaged with buffs and debuffs, so it helps to keep an eye on the reading.
In-Game Time	Mira has a day-night cycle. Some missions can only be taken at certain times of the day. This also applies to the appearance of certain indigens.
Mini-map	Your quickest tool to let you know where you are and where you're going.
Enemy Level	Keep a close eye on this to make sure that the enemy you're encountering is something that can be handled by your party!

The mini-map also uses these helpful icons:

Location and direction

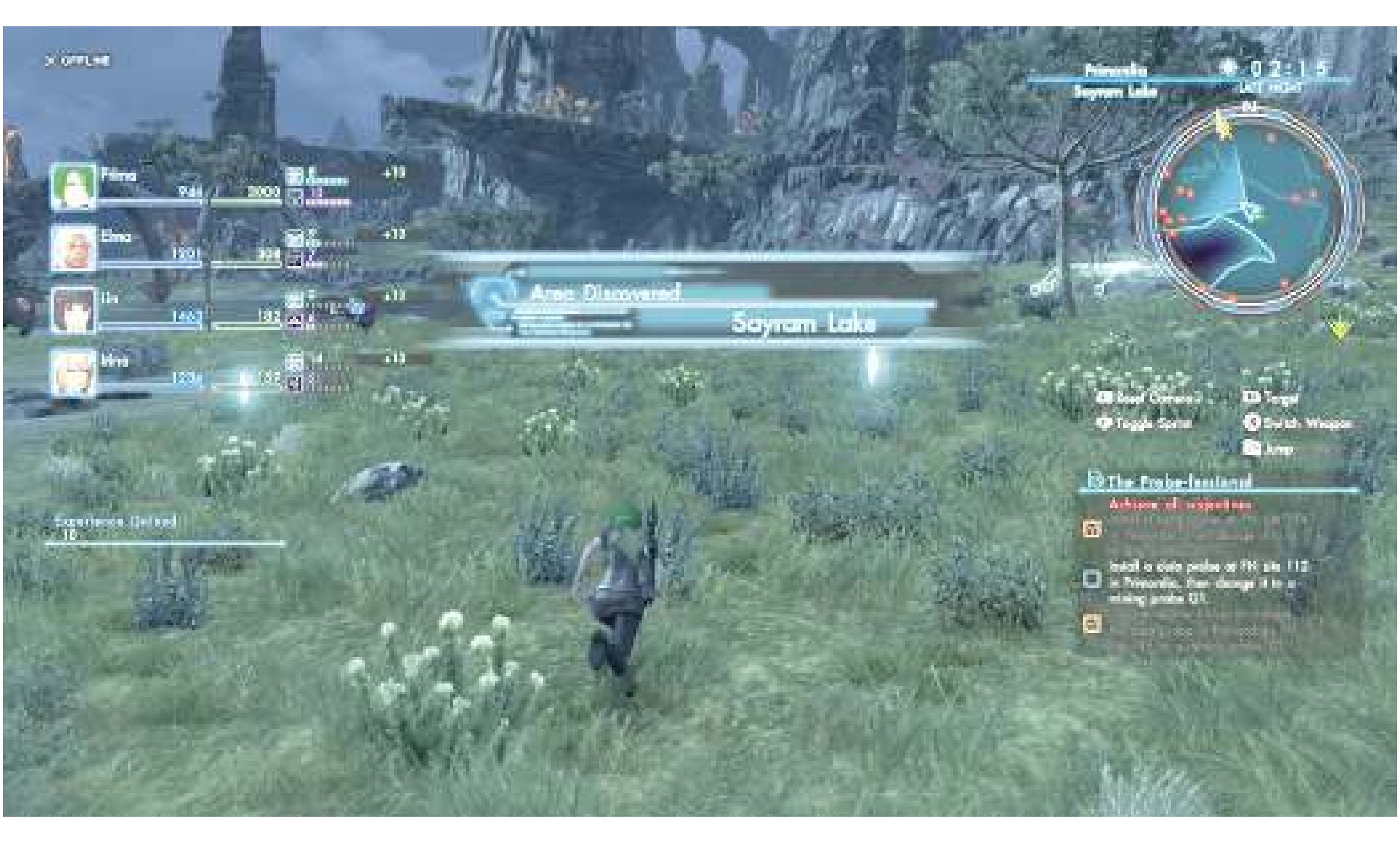
Current destination

Enemy

Field access point (such as a treasure box)

Rest spot

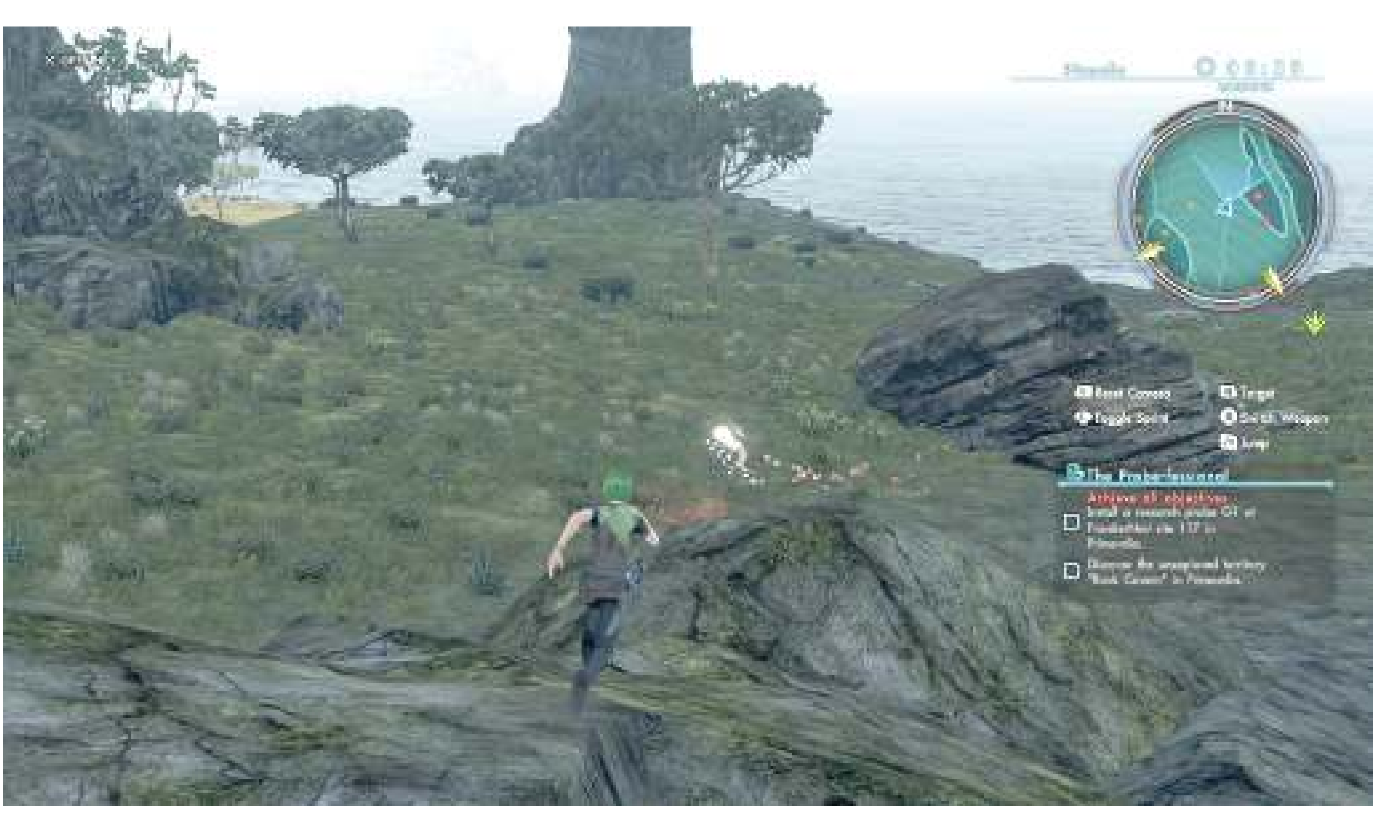
Locations



Mira is full of sights and views to take one's breath away. Keeping them catalogued is also the only way to be able to efficiently perform one's job as a BLADE. Locations fall under several classifications:

Region	A vast space, such as one of the continents of Mira, that contains landmarks and areas, both listed and secret.
Area	A smaller space within a region. Discovering one can gain you experience points.
Landmark	A symbolic location. You can gain experience points and battle points for discovering one.
Unexplored Terretories and Scenic Viewpoints	These are hidden—hence the name. As such, you can gain lots of experience for finding one!
Base Camp	These are scattered all across Mira, and they allow you to change the time of day at the rest spots located therein. You can gain battle points for discovering one.
FrontierNav Site	Plant probes at these locations to survey the planet. You'll gain experience and battle points for discovering one of these.

Follow the Follow Ball!



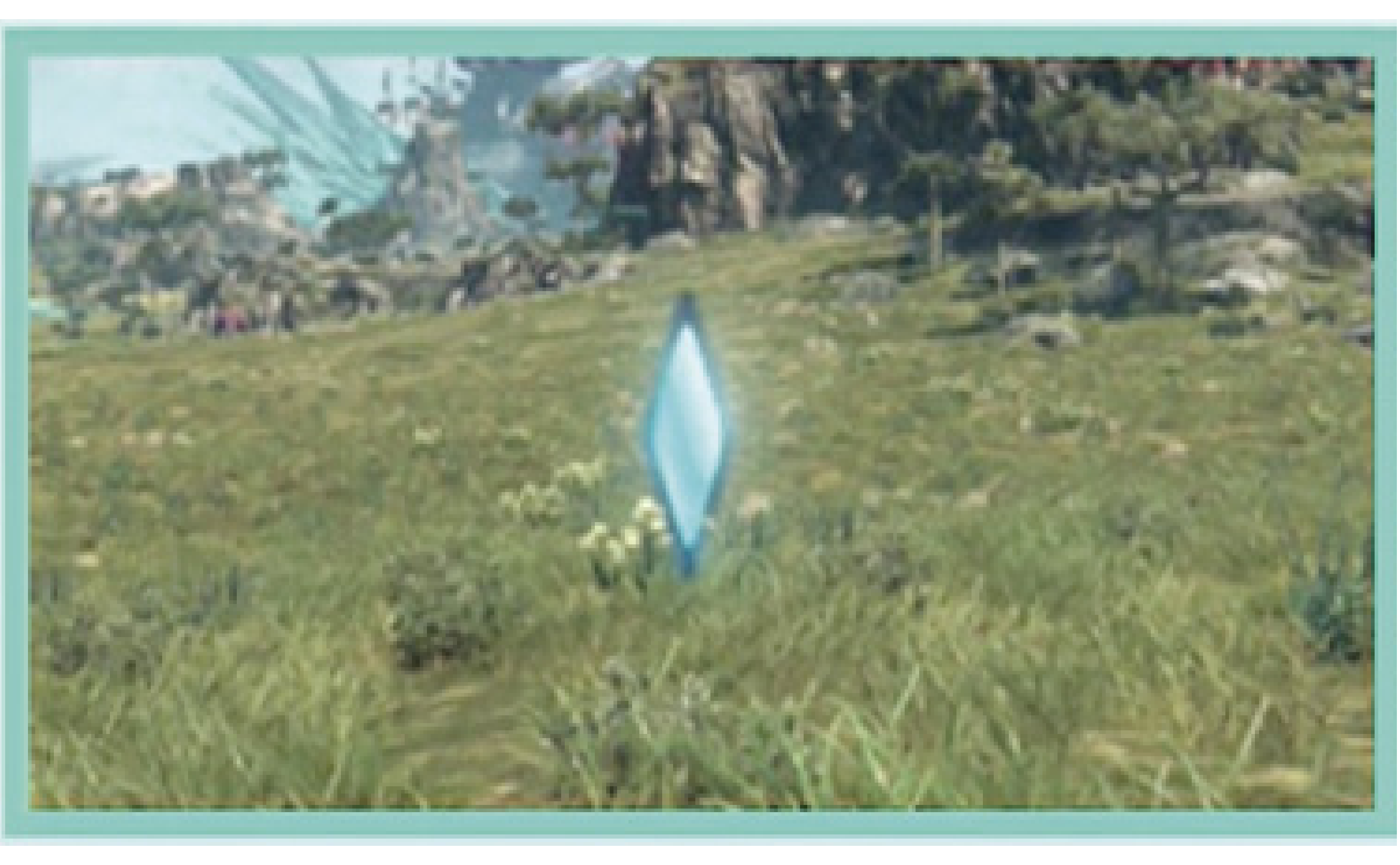
You gain use of the Follow Ball after Chapter 3 of the main story, and there's no better way to get your bearings! Set a navigation target for a mission, then hold **(R)** and press **(X)**. The Follow Ball will, 99 percent of the time, zoom off in the best path toward your objective. For the 1 percent of the time when it gets lost, simply activate it again.

Sadly, this means that during missions where navigation targeting is disabled—such as item collection missions—the Follow Ball will be unavailable. However, that's what the Collectibles section in the Data chapter of this guide is for. Don't hesitate to use it!

Open Those Treasure Boxes!

Treasure boxes are littered all across Mira, from New LA to Cauldros. They can look like anything, from indigen nests to broken-down vehicles to…piles of dung. If you see one, run up to it and press **(A)** repeatedly to open it. Note that some treasure boxes require certain field skill levels. See the Welcome to BLADE section of this chapter to learn how to raise your ranking to meet these.

Grab Those Collectibles!



Collectibles show up as small shining baubles sprinkled all across Mira, with the exception of New LA. Collect all of these to fill out your Collectopedia and to complete missions that require them.

Take a Load Off on Rest Spots!

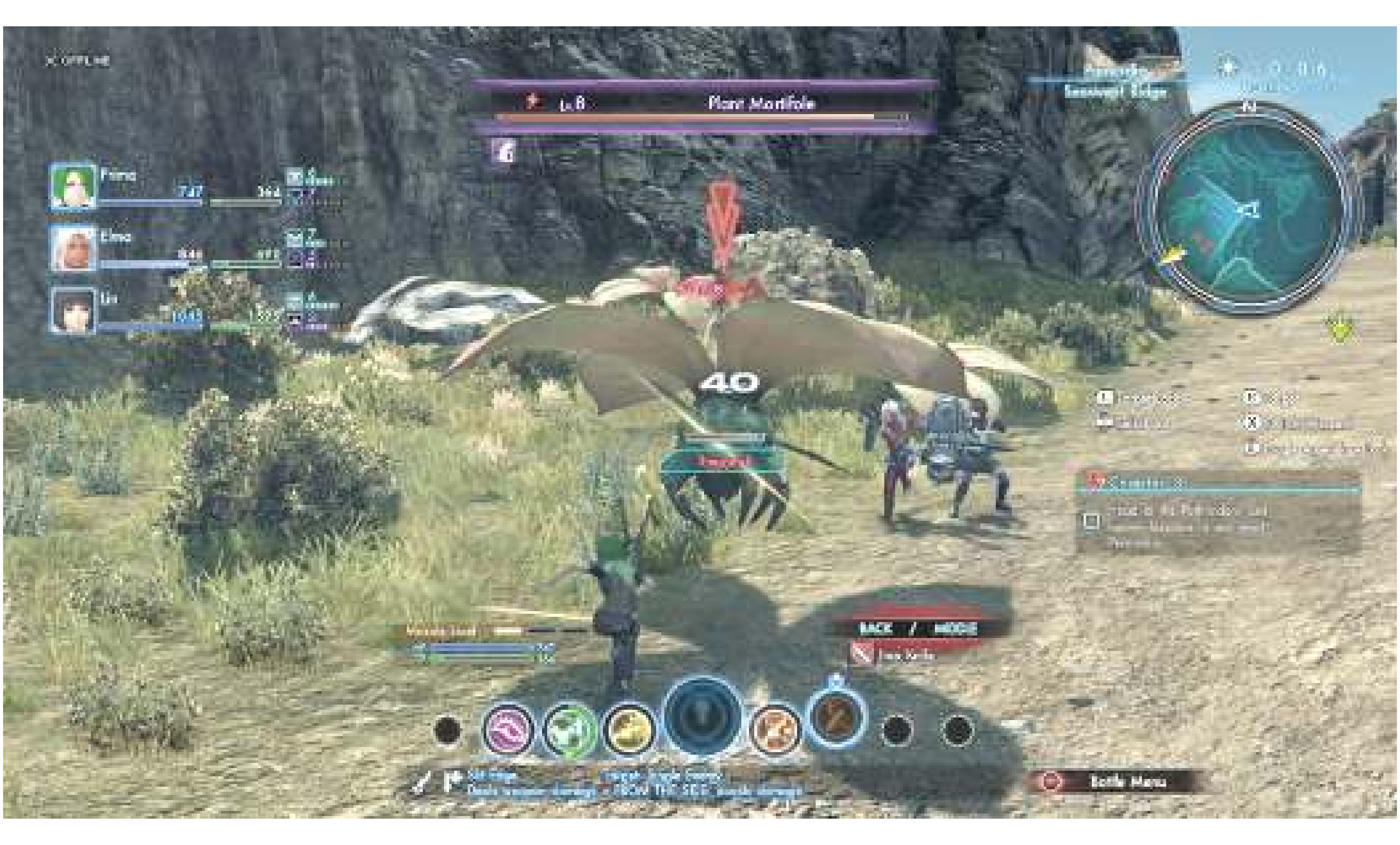
The large gray rooms at base camps and the red benches in New LA allow you to manipulate the in-game time by activating them. You can use this for time-sensitive missions or to fight powerful indigens that only show up at night.

Indigens Are Everywhere!

What Are Indigens?

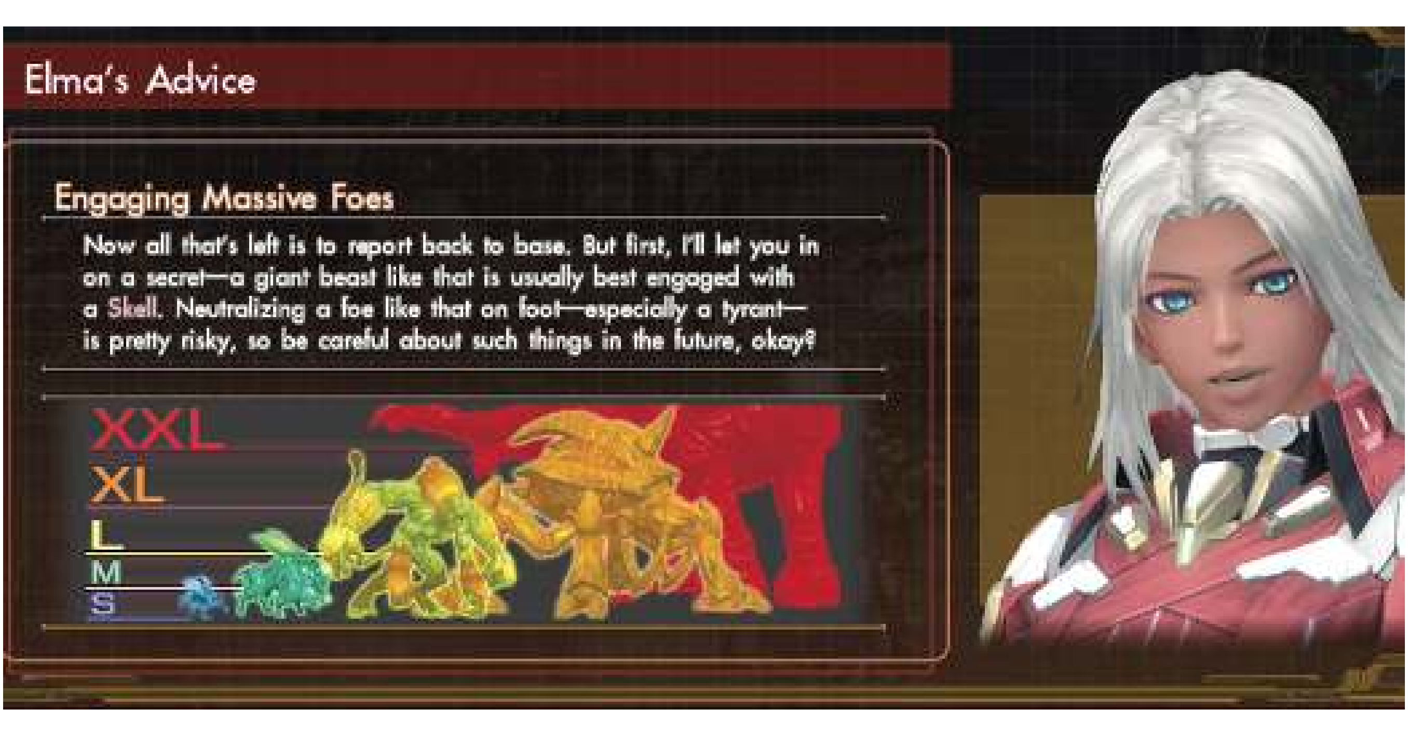
"Indigens" are the creatures "indigenous" to the planet Mira. They are untamed and usually rather dangerous. Some will keep to themselves, but many will attack on sight or if they hear you approach.

Gauging Indigen Strength



You can see how strong an indigen is by examining the color of its name and level number (accessible by coming into view of an indigen or highlighting one directly). From lowest to highest, the threat level goes gray > purple > blue > green > yellow > orange > red. An easy way to keep this in your head is to think of the colors of the rainbow, but in reverse—plus gray.

Enemy Sizes



Elma's Advice

Engaging Massive Foes

Now all that's left is to report back to base. But first, I'll let you in on a secret—a giant beast like that is usually best engaged with a Skell. Neutralizing a foe like that on foot—especially a tyrant—is pretty risky, so be careful about such things in the future, okay?

This applies to all enemies, not just indigens. There are five grades of enemy sizes: S > M > L > XL > XXL. The bigger the enemy, the tougher it is to take down, regardless of level parity. You'll want to take the biggest enemies on in a Skell. Note that there are enemies out there that dwarf even Skells!

How Indigens Detect You

Most indigens detect you and attack based on two factors: sight and sound.

Visual-type indigens will attack you if you enter their field of vision. Do your best to step around or behind them to progress.

Auditory-type indigens will attack you if you wander too close to them—especially while sprinting. Give them a wide berth.

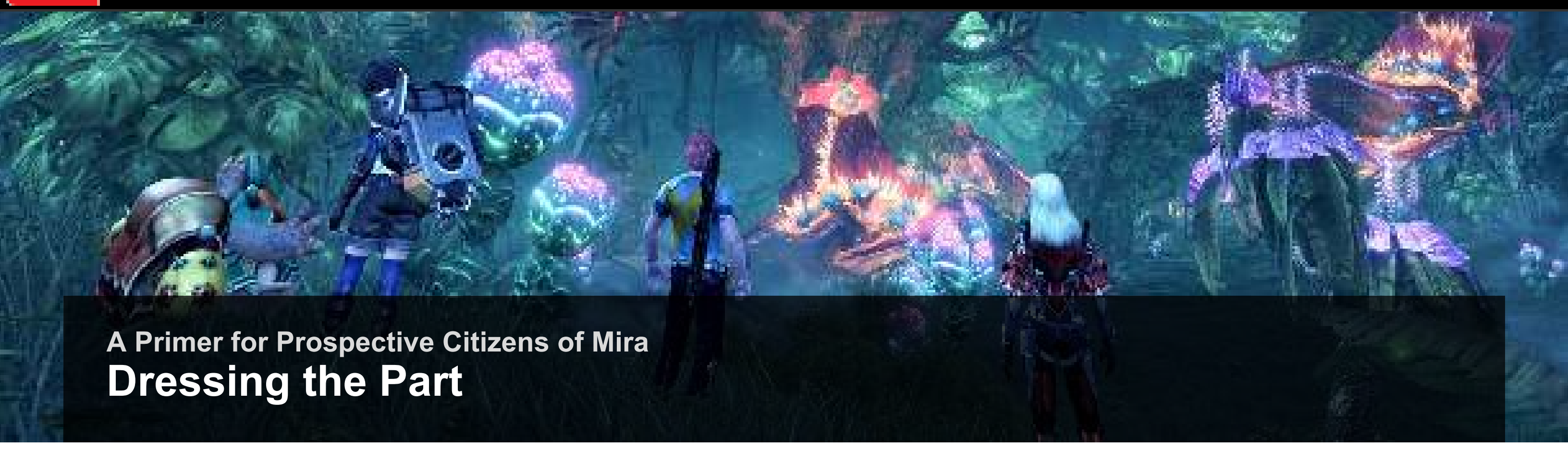
The Threat of Tyrants

Vo'kampf, the Pursuer
Primordia
FN Site 118
03:10

Tyrants are powerful indigens—often super-powered versions of normal indigens. Even if they are your size or level, you should never underestimate them, as they tend to be far more powerful and able to take far more punishment than a standard enemy of the same size and level. Beating a tyrant nets you special rewards, so be brave whenever you think you stand a chance.

Indigens won't be your only enemies on your Miran adventure. You can view a rundown of the enemies you've encountered in the Enemy Index menu. For a complete list of indigens and other adversaries, check out our Enemy Index in the Data chapter.

Meanwhile, for more information on planet Mira in general, with detailed maps, visit the World of Mira chapter of this guide.



A Primer for Prospective Citizens of Mira

Dressing the Part

Weaponry

If you want to survive the harsh elements and indigens of Mira, then it's all about having the right gear and the wits to use it. Fortunately, members of BLADE have access to only the best of the best.

OFFLINE
Volkampf, the Pursuer
Primordia
FN Site 116
03:10
LATE NIGHT
Prime
Elma
Lin
Appendage down! Weaken 'em and lay in!
Target Lock
Select Art
Target
Switch Weapon
Toggle Appendage Lock
Chapter 2
Defeat Volkampf, the Pursuer 0/1
FRONT / LOW
Iron Knife
Battle Menu

You know weapons—they're the things you hit baddies with to make them fall over. The type of weapons a character can wield depends on what class they are. For a complete list of classes, check out the Characters chapter.

All weapons bear the following attributes:

Attack	The weapon's power.
Lv.	The level a character must be in order to equip the weapon. Raise levels to equip more powerful gear.
Manufacturer	The arms manufacturer that developed the weapon. Raise the level of the manufacturer to get them to produce higher level gear.
Cooldown	The number of seconds between auto-attacks.
Attribute Name	The type of damage dealt by the weapon. As with your personal statistics, this is broken down into six classes. Physical, beam, ether, electric, thermal and gravity.
Ammo Count	The number of shots per attack.
Stability	The weapon's potential damage range. The higher the stability, the more consistently it can deal the highest amount of damage.
TP Increase	The amount of TP gained per auto-attack.
Upgrades	The number of times the weapon has been upgraded, and how many times it can be upgraded before it reaches its maximum level.

Armor

OFFLINE
Volkampf, the Pursuer
Primordia
FN Site 116
03:10
LATE NIGHT
Prime
Elma
Lin
Appendage down! Weaken 'em and lay in!
Target Lock
Select Art
Target
Switch Weapon
Toggle Appendage Lock
Chapter 2
Defeat Volkampf, the Pursuer 0/1
FRONT / LOW
Iron Knife

Armor affects all personal statistics and resistance. There are five areas where armor can be equipped: head, left arm, right arm, torso, and legs.

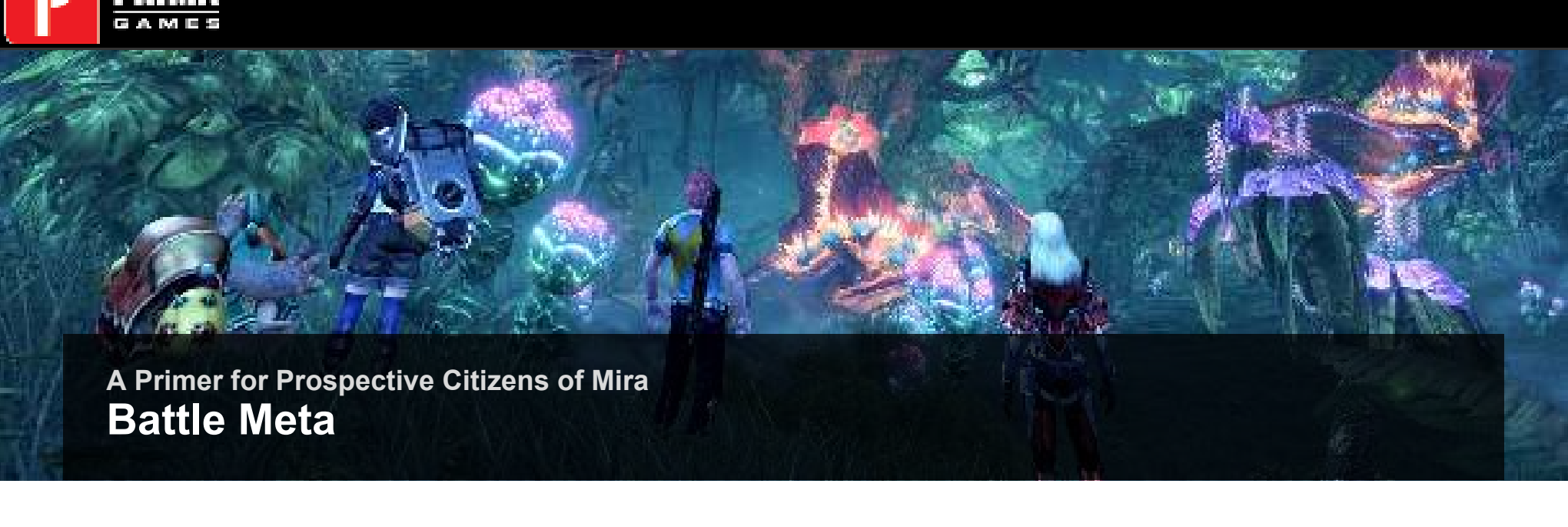
Equip different armors to influence type resistances as well as stats such as defense, attack, and potential. You can also use the sub-menu to upgrade armor with augments bought from the armory if the armor has a free augment slot open.

Tatsu's Tips: Wear It All

Some pieces of armor take up more than one body part, and as such, they often have greater stats than comparable ensembles made up of separate armor pieces. Experiment to see what works for you!

Tatsu's Tips: Be Fashionable!

Like the stats of a piece of armor but don't like how it looks? Grab a piece of armor you do like the look of, and use the sub-menu (by pressing **(X)** in the Ground Gear menu) to set it as fashion gear. Fashion gear lets you dress how you want while still keeping the stats you like. Go forth and dazzle the indigens of Mira with your style!

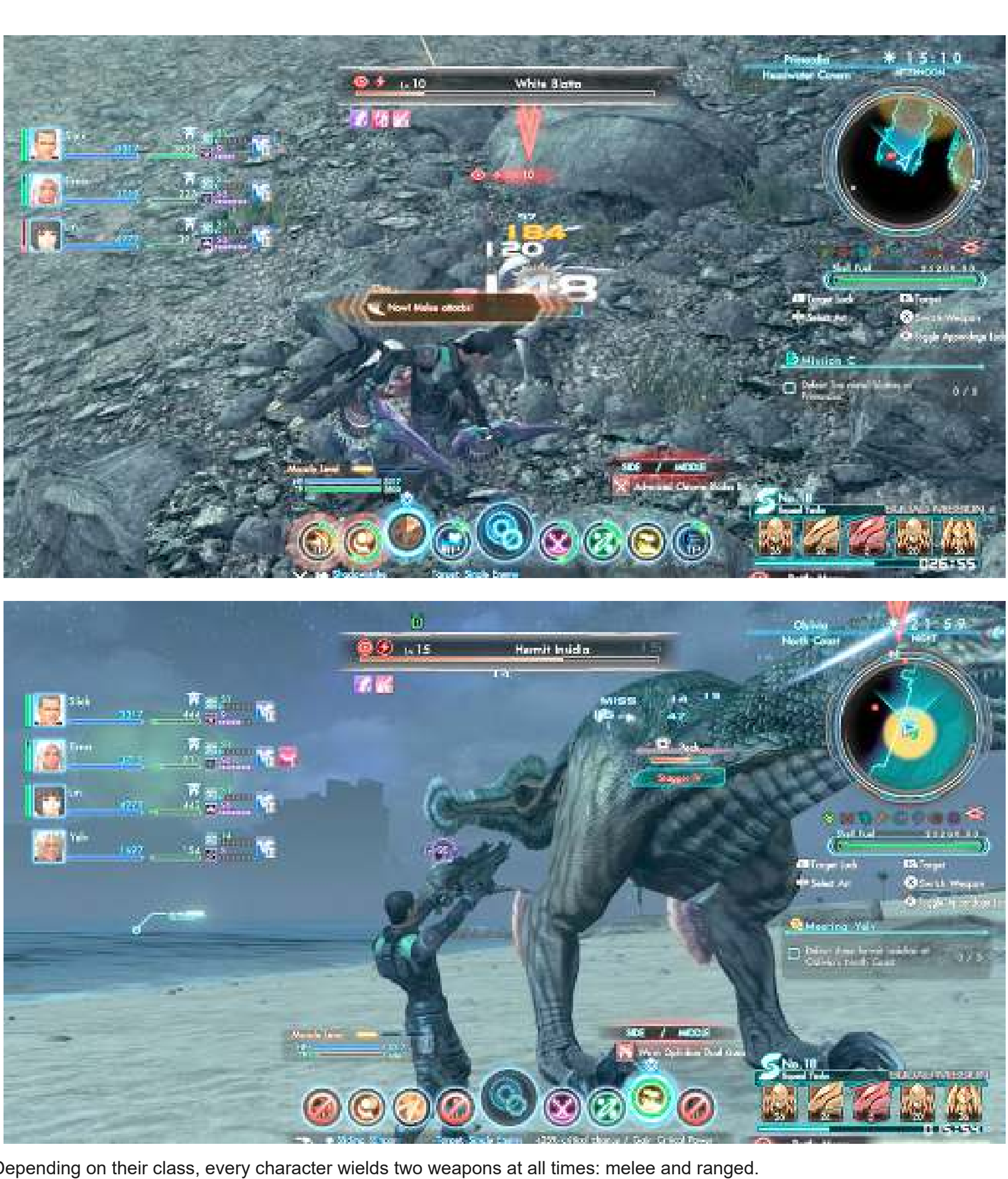


A Primer for Prospective Citizens of Mira

Battle Meta

Now that you've got your gear, it's time to use it. Don't just rush into battle, however—get your intel on first.

Double the Weapons, Double the Power



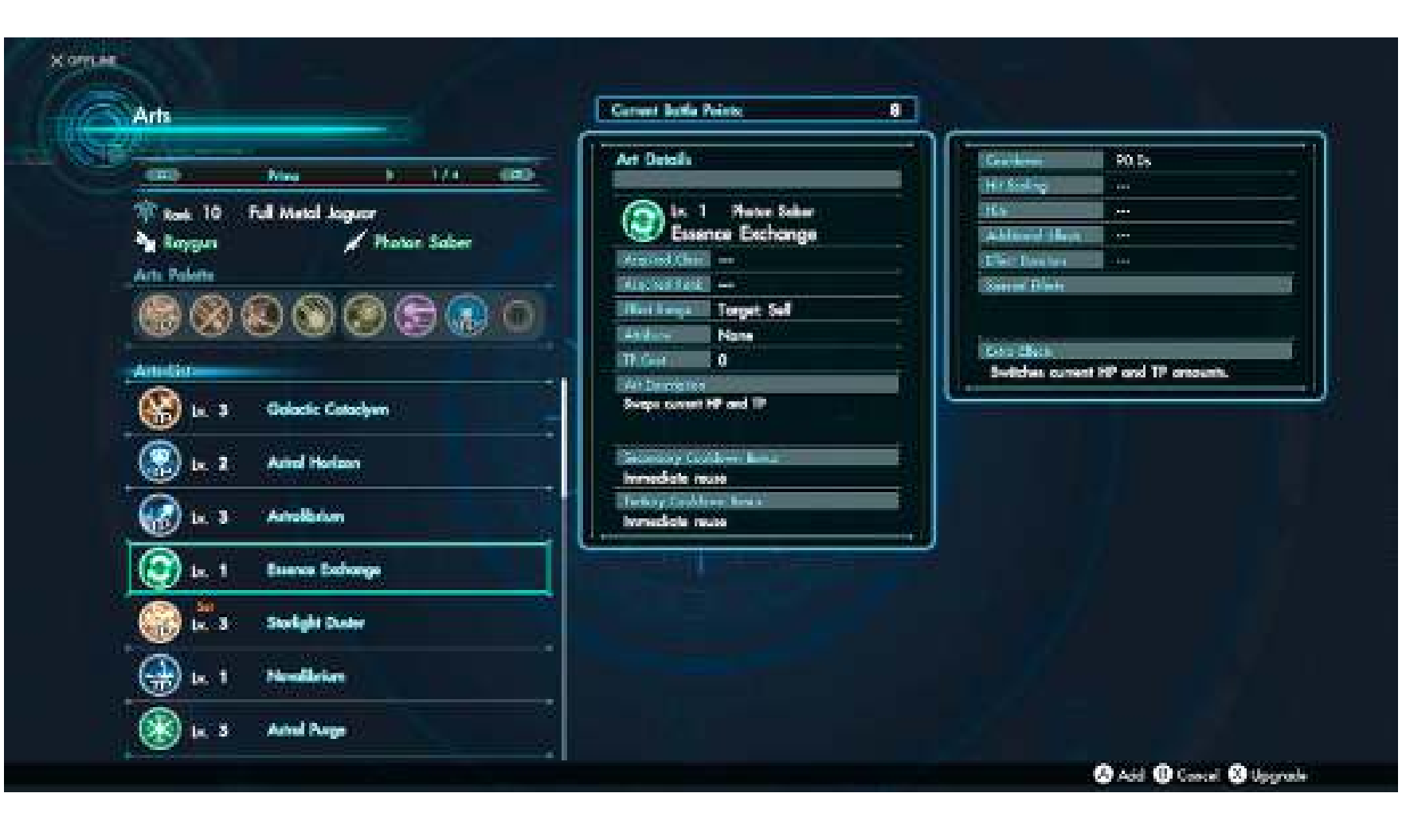
Depending on their class, every character wields two weapons at all times: melee and ranged.

Melee weapons are powerful and generate more TP per auto-attack than an equally specced ranged weapon, but they incur risk by requiring engagememt up close.

Ranged weapons can be used from far away but attack with multiple hits that don't do nearly as much damage per hit as an equally specced melee weapon. Enemies can also target you more easily if you constantly hang back with ranged attacks. Switch between both weapons with **(X)** depending on the situation.

RANGED WEAPONS	MELEE WEAPONS
Assault Rifle	Longsword
Sniper Rifle	Javelin
Dual Guns	Dual Swords
Gatling Gun	Shield
Raygun	Knife
Psycho Launcher	Photon Saber

Double the Weapons, Double the Power



Through the course of the game, characters learn special abilities and attacks known as Arts. There are five different types of Arts, noted by color.

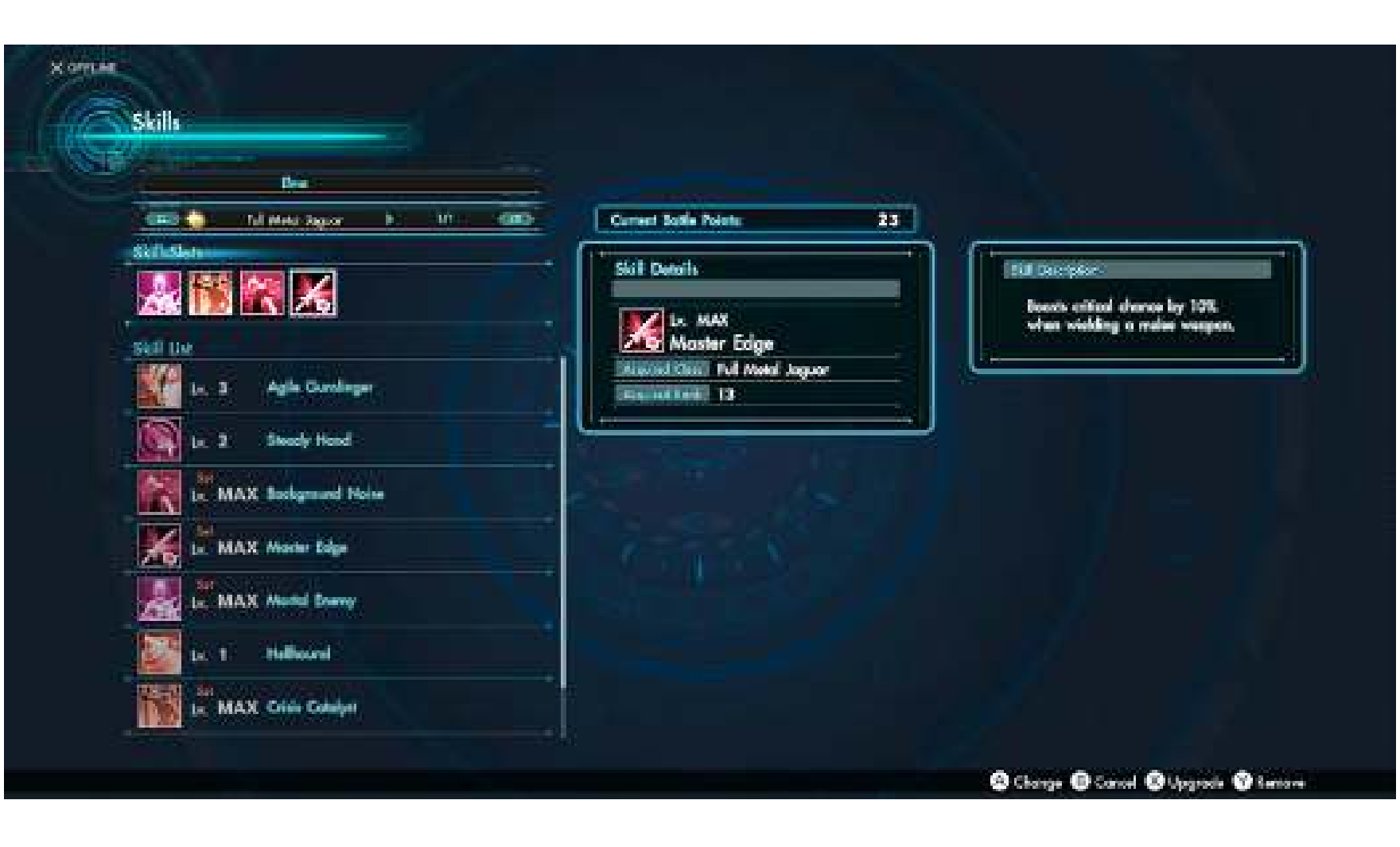
ART TYPE	DESCRIPTION
Melee Arts	Attack Arts related to melee weapons.
Ranged Arts	Attack Arts related to ranged weapons.
Aura Arts	Arts that consume 1,000 TP upon use. They can be melee or long-range Arts, and they are quite powerful. Their use can turn the tide of battle.
Debuff Arts	Arts related to debuffing (weakening) the enemy. They range from poisoning enemies and putting them to sleep to controlling them! Can be close or long range.
Buff Arts	Arts that support allies. They can grant resistances, recovery, etc., and can be close or long range.

Tatsu's Tips: Mind the Details

Some Arts may have a special effect added to them under certain conditions. For example, an Art may add TP if you attack an enemy from the front. Check the descriptions of your Arts to maximize effectiveness.

The Arts menu is your one-stop shop for all things Arts. You can check which ones you've learned, add or remove them from the Arts list with the **(Y)** button, and upgrade them using battle points with the **(X)** button. The level cap for Arts is 5. For a full list of Arts available to your avatar and party members, see the Characters chapter.

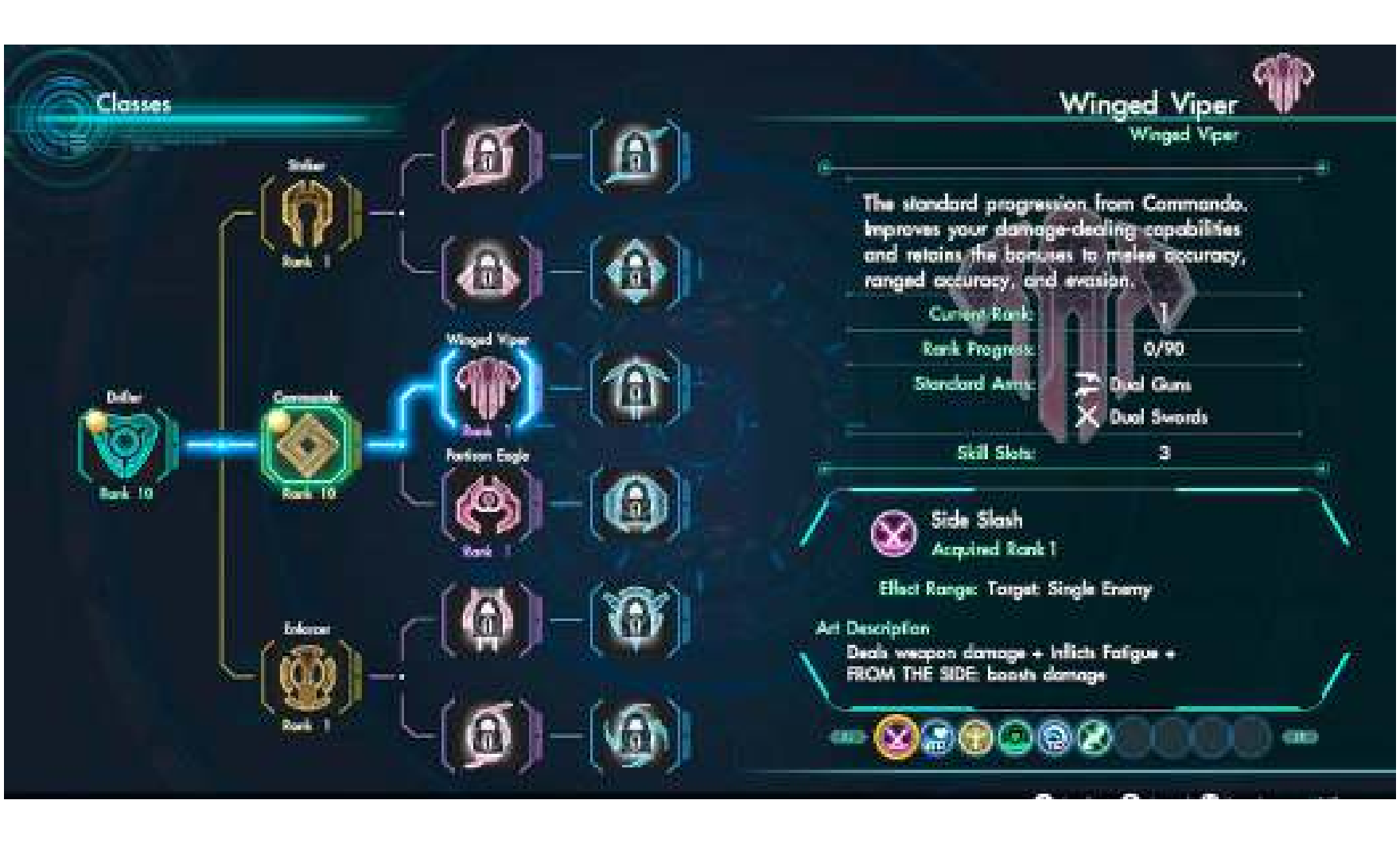
Skills



Unlike Arts, which are active abilities and effects launched while in battle, Skills are passive abilities and effects that automatically activate under the correct conditions when equipped.

You can view your party members' skills in the Skills menu. For a complete list of Skills available to characters, check the Characters chapter.

Classes



Classes are designations that are applied to your avatar and other party characters that dictate combat capabilities. Different classes specialize in different battle roles and weaponry, so it's best to learn as many classes as possible. Some are battle masters, some excel at support, some are ideal for crippling enemies. Experiment for best results.

Going through the ranks of a class yields Arts and Skills, which you can then take on to the next class—with a caveat. Some Arts are tied to weapons, so if you move to a class that requires use of a different weapon than the previous class, you won't be able to use those Arts. However, mastering a branch in the class tree allows you to equip that class's weapons on a different class.

You can view the tree of classes in the Class menu. If you reach the end of a tree and master the final class there, you can master its weapons, meaning you can use them (and the Arts that require them) in any class from then on!

For a complete list of classes available to characters and what they entail, see the Characters chapter.

What Are Battle Points?

Battle points are used to strengthen Arts and Skills. You can get them by:

- Increasing your level or class rank.
- Discovering base camps on Mira.Opening treasure boxes.
- Adding items to the Collectopedia—either complete entire rows or look for squares marked with a star.
- Completing squad missions (see the Social chapter for more info).

Buffs and Debuffs

Most often activated by Arts or weather effects, buffs grant temporary positive effects to party members, while debuffs inflict temporary negative effects. You can manipulate a character's resistance to damage, the ability to take damage, and a litany of other effects.

Buffs

Buffs are temporary positive effects granted to party members. Buffs with higher levels have stronger effects and tend to last longer than buffs with lower levels.

NAME	EFFECT
Melee Accuracy Up	Increases melee attack accuracy.
Ranged Accuracy Up	Increases ranged attack accuracy.
Evasion Up	Increases the character's chance of evading enemy attacks.
Melee Power Up	Increases melee attack damage.
Ranged Power Up	Increases ranged attack damage.
Potential Up	Increases the amount of HP recovered by Soul Voices and Arts, and increases damage dealt by tension Arts.
Physical Res Up	Decreases the amount of physical damage the character will take.
Beam Res Up	Decreases the amount of beam damage the character will take.
Ether Res Up	Decreases the amount of ether damage the character will take.
Thermal Res Up	Decreases the amount of thermal damage the character will take.
Electric Res Up	Decreases the amount of electric damage the character will take.
Gravity Res Up	Decreases the amount of gravity damage the character will take.
Barrier	Surrounds the character with a barrier that absorbs a certain amount of damage.
Supercharge	Doubles the damage the character's next attack will do.
Decoy	The character will evade a certain number of enemy attacks.
Critical Power Up	Doubles the damage of the character's critical hits.
Effect Stasis	Buff effects will last longer.
Defending	Greatly decreases the amount of damage the character will take.
Aura	An aura becomes active. The effect of the aura varies depending on the Art used.
Invincible	The character becomes invincible for a certain amount of time.
Weather Immunity	The character will become immune to weather effects.
Terrain Immunity	The character will become immune to terrain damage.

Weather and Battle Probe Buffs

These are positive effects gained from either the weather or from placing battle-related probes.

NAME	EFFECT
All Attribute Res Up	Decreases all damage the character is taking.
Critical Chance Up	Increases the character's chance of scoring a critical hit.
Ether Attack Up	Increases ether attack damage.
Thermal Attack Up	Increases thermal attack damage.
Electric Attack Up	Increases electric attack damage.
Gravity Attack Up	Increases gravity attack damage.
Res Down	Reduces the enemy's resistance to debuffs and makes it easier to inflict Stagger and Topple.
Skell Fuel Recovery	Recovers Skell fuel constantly.
Skell Fuel Recovery Speed Up	Parked Skells recover fuel more quickly.

Debuffs

Debuffs are negative effects inflicted on party members. Debuffs with higher levels have stronger effects and tend to last longer than debuffs with lower levels.

Mobility Debuffs

These debuffs will either forcefully move a character or affect that character's ability to move. The affected character will not be able to move until the debuff is removed or wears off on its own.

NAME	EFFECT
Stagger	Knocks the character off balance, making him or her susceptible to Topple and Bind.
Topple	The character topples, opening him or her up to further attack.
Knockback	The character is shoved backward a certain distance.
Launch	The character is sent flying away.
Flinch	The character flinches, unable to act for a certain amount of time.
Stun	The character faints.
Sleep	The character is put to sleep but will wake upon being attacked.
Bind	The character is pinned down by an enemy Skell.
Control	The character seizes control of the target and turns it into an ally.

Status Debuffs

These affect either a party member's or enemy's stats.

NAME	EFFECT
Taunt	Draws the attention of the target.
Blackout	Reduces accuracy, evasion, and the amount of damage dealt by ranged weapons.
Virus	The afflicted cannot used ranged weapons.
Fatigue	Decreases melee attack damage.
Slow Arts	Slows down Art cooldown speed.
Time Bomb	Inflicts a large amount of damage after a certain amount of time.
Debuff Res Down	Decreases resistance to all types of debuffs.
HP Recovery Down	Reduces the amount of HP recovered by Soul Voices and Arts.
Max TP Down	Reduces Maximum TP.
Blaze	Inflicts thermal damage at regular intervals.
Shock	Inflicts electric damage at regular intervals.
Physical Res Down	Increases the amount of physical damage taken.
Beam Res Down	Increases the amount of beam damage taken.
Ether Res Down	Increases the amount of ether damage taken.
Thermal Res Down	Increases the amount of thermal damage taken.
Electric Res Down	Increases the amount of electric damage taken.
Gravity Res Down	Increases the amount of gravity damage taken.

Weather Debuffs

Certain weather conditions inflict debuffs.

NAME	EFFECT
Melee Accuracy Down	Reduces melee attack accuracy.
Ranged Accuracy Down	Reduces ranged attack accuracy.
Melee Power Down	Reduces melee attack damage.
Ranged Power Down	Reduces ranged attack damage.
Potential Down	Decreases the amount of HP recovered by Soul Voices and Arts, as well as damage dealt by tension Arts.
Critical Chance Down	Reduces the character's chance to score a critical hit.
Beam Attack Down	Reduces beam attack damage.
Weather Damage: Heat	Inflicts thermal damage at regular intervals.
Weather Damage: Lightning	Inflicts electric damage at regular intervals.

A Note on Debuff Resistances

Some enemies show resistance to some debuff effects. If an enemy is partially resistant to an attempted debuff (resulting in a prevention of the effect), the message "RESISTANT" will display. If the enemy is completely resistant to the attempted debuff, the message "IMMUNE" will display.

Braving the Elements

Different weather conditions bring with them different buffs and debuffs.

Weather Effects

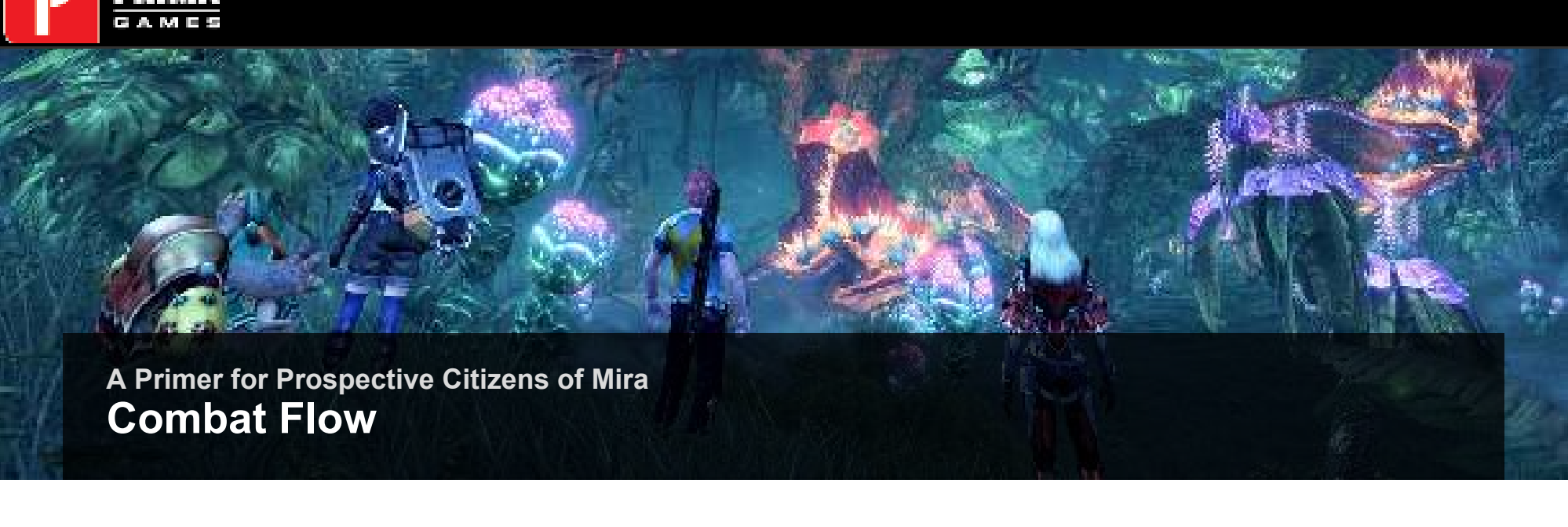
WEATHER NAME	EFFECT NAME	GROUND UNITEFFECT LEVEL	SKELL EFFECT LEVEL	ENEMY EFFECT LEVEL
Clear	—	—	—	—
Cloudy	—	—	—	—
Dense Fog	**Ranged Accuracy Down**	IV	I	II
	Melee Accuracy Down	III	I	II
	Critical Chance Down	III	I	II
Rain	**Ranged Accuracy Down**	I	—	I
	Beam Attack Down	I	—	I
	Critical Chance Down	I	—	I
Lightning	**Electric Attack Up**	III	I	I
	Beam Attack Up	I	I	I
Heavy Rain	**Ranged Accuracy Down**	III	I	II
	Beam Attack Down	III	I	II
	Critical Chance Down	II	I	II
Heat Wave	**Ranged Accuracy Down**	II	—	II
	Melee Power Down	V	—	III
	Thermal Attack Up	III	I	II
Sandstorm	**Ranged Accuracy Down**	IV	II	III
	Melee Accuracy Down	III	I	III
	Ranged Power Down	V	II	III
	Beam Attack Down	IV	II	III
Thunderstorm	**Ranged Accuracy Down**	II	—	I
	electric Attack Up	III	I	I
	Beam Attack Down	I	—	I
Electromagnetic Storm	**Ranged Accuracy Down**	IV	II	II
	Ranged Power Down	V	II	III
	electric Attack Up	V	III	III
	Weather Damage: Lightning	I	II	I
Rising Energy Mist	**Ether Attack Up**	III	I	I
	Max TP Down	I	II	—
	Potential Down	III	I	I
	Fuel Recovery Up	—	I	—
Energy Mist	**Ether Attack Up**	V	IV	IV
	Max TP Down	III	IV	—
	Potential Down	V	III	III
	Fuel Recovery Up	—	III	—
Brimstone Rain	**Ranged Accuracy Down**	II	—	I
	Melee Power Down	III	—	II
	Thermal Attack Up	V	III	II
	Weather Damage: Fire	III	—	—
Aurora	**Critical Chance Up**	III	I	I
	Potential Up	III	I	I
	Ether Attack Up	III	I	I
Crimson Aurora	**Critical Chance Up**	IV	II	II
	Potential Down	IV	I	I
	Ether Attack Up	V	III	III
	Gravity Attack Up	III	I	I
Spores	**Melee Power Down**	IV	II	I
	Ranged Power Down	IV	II	I
	Potential Down	V	III	III
Meteor Shower	**Weather Damage: Meteorite**	III	II	I
	Gravity Attack Up	III	II	I
	Critical Chance Up	III	I	I
Rainbow	**Critical Chance Up**	V	III	III
	Potential Down	III	I	II

Tatsu's Tips: The Numbers Game

You can potentially cancel out buffs by using a debuff of the same type and level, and vice versa. For example, a level 2 Physical Res Up can be canceled out by a level 2 Physical Res Down. Fight fire with fire!

Tatsu's Tips: The Beauty of Toppling

The Topple status can wreak major havoc on even the biggest of enemies. It sends them crashing to the ground, leaving them helpless to attack. You can topple an enemy by using an Art that inflicts Topple—check your Arts' details. Careful, however—some enemies require being hit with Stagger before Topple will hit.



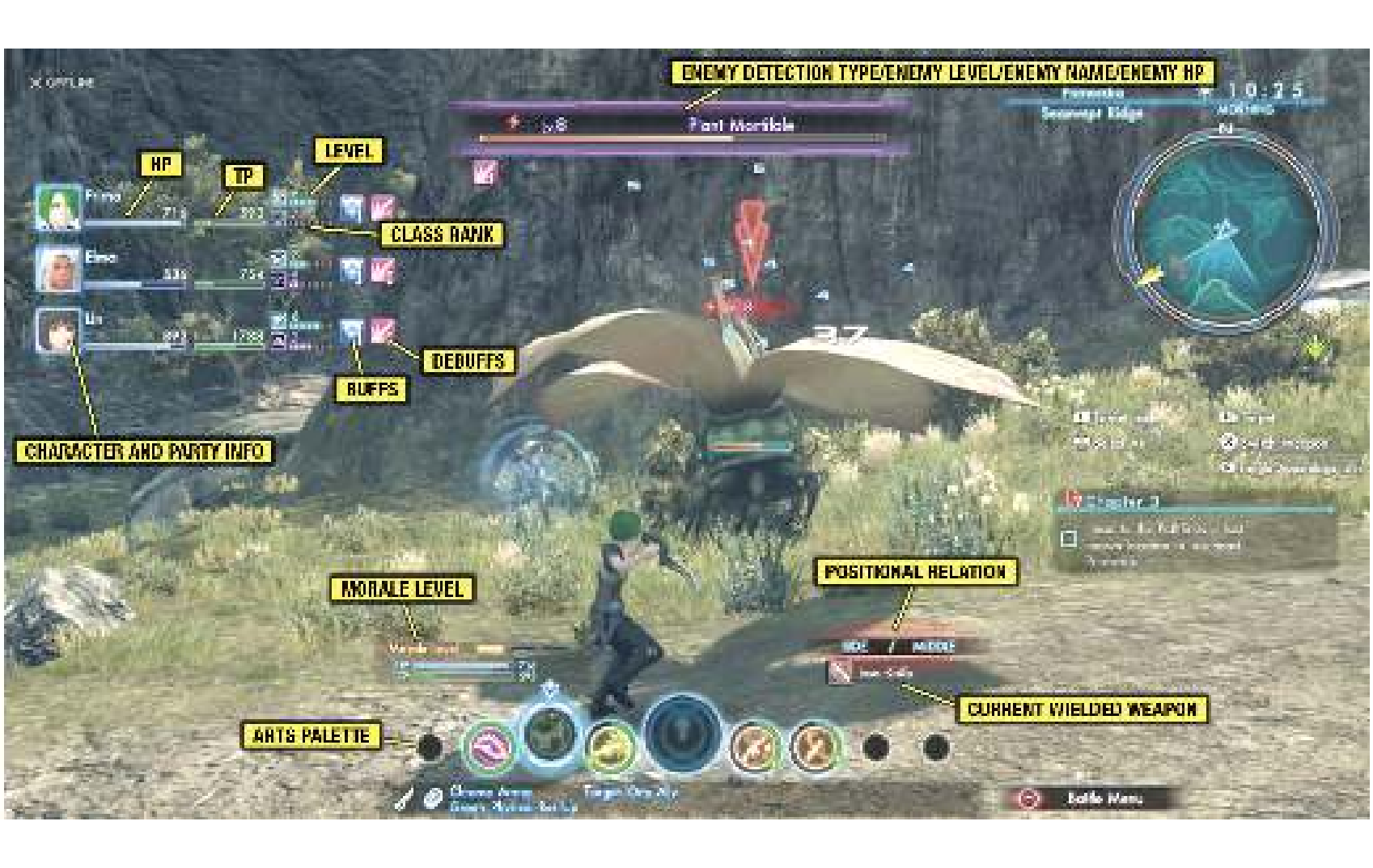
A Primer for Prospective Citizens of Mira

Combat Flow

When you draw your weapon and advance toward an enemy, it's officially go time. Use the onscreen information, your knowledge of positioning, and the tools at your disposal to pull off the victory.

The Helpful HUD

In this screenshot we can clearly see the following previously explained concepts:



But what are the rest? Glad you asked!

Morale Level

This shows your party's solidarity. The higher the morale, the better your characters work together. You'll get chances to activate Soul Voices more often and gain additional TP from their successful activation.

Arts Palette

This shows your currently equipped Arts.

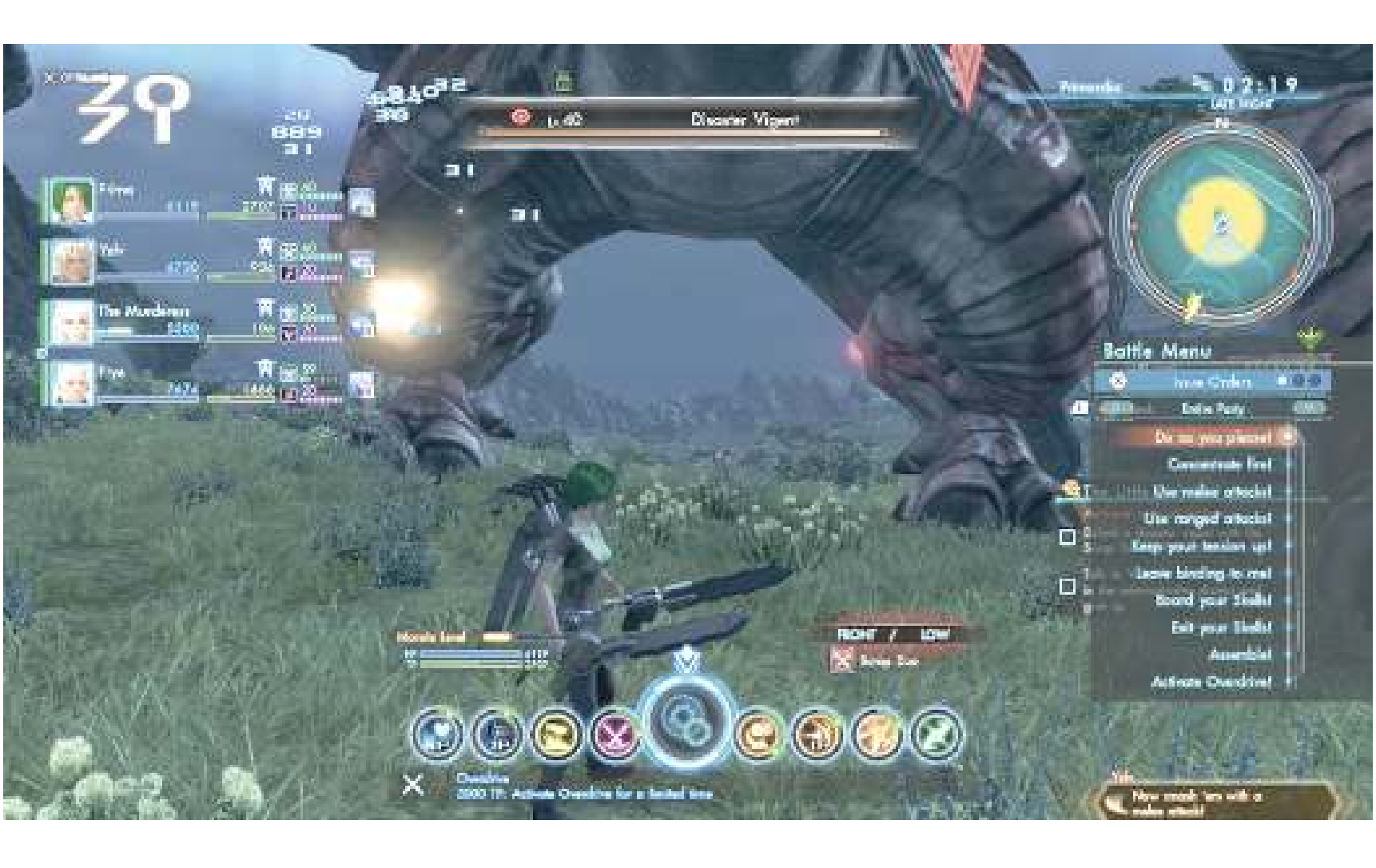
Positional Relation

This shows your position in relation to the enemy. You can attack from the front, but it's often advantageous to attack from the side or the back. Use the left stick to move your character's position in real time (shown on the left). You can even jump and sprint in order to manipulate your elevation relative to the enemy (shown on the right). Go for the high ground!

Current Wielded Weapon

This is a good way to keep track of which weapon you have equipped and what sort of damage it's doing to the enemy.

Battle Menu



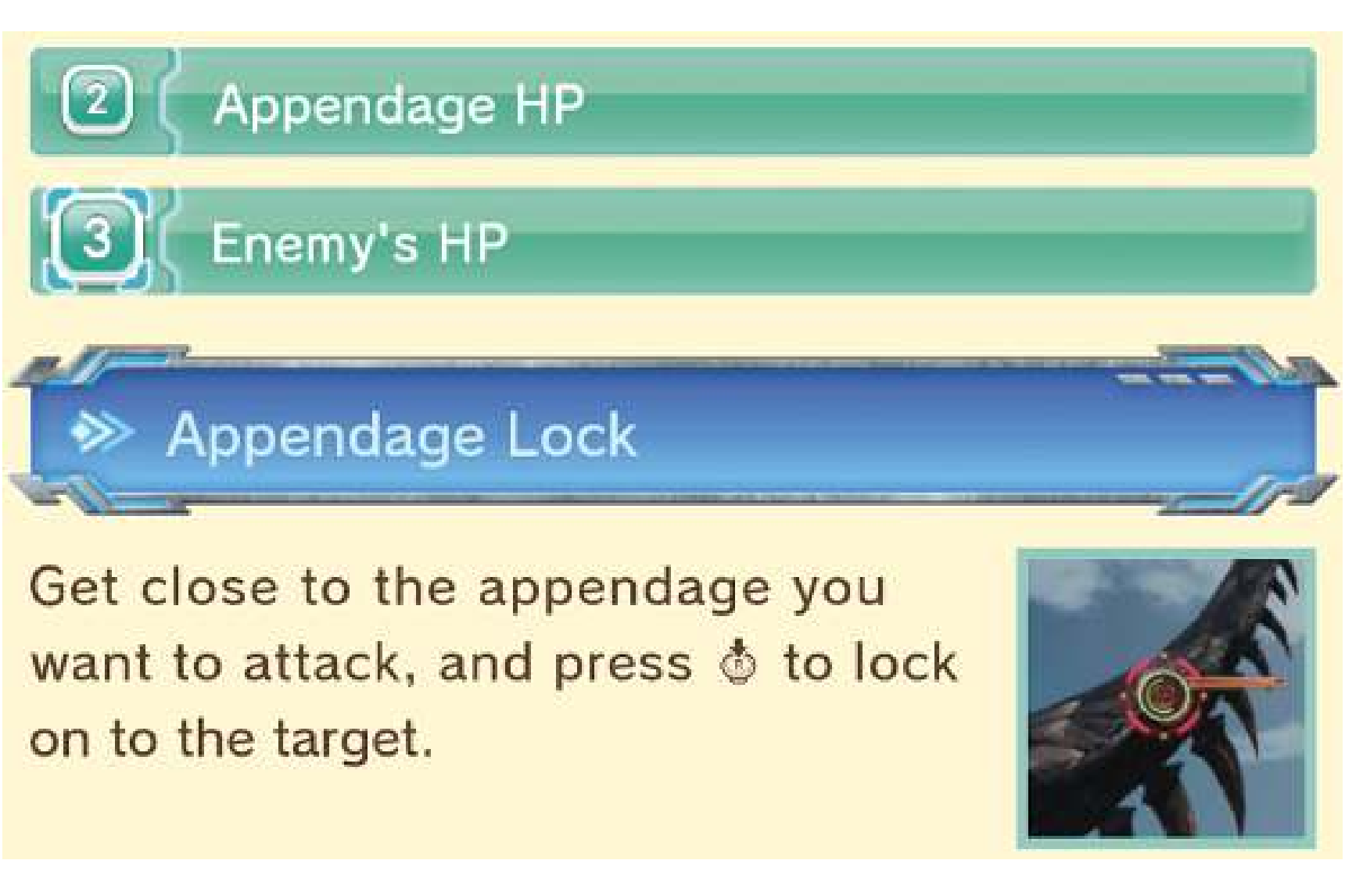
Press **(+)** during combat or while targeting an enemy to open the Battle menu. You can then press **(X)** to scroll through submenus.

issue orders	You can order your party members to follow the tactics you command of them.
Items	You can use consumable items, which are received as division rewards. For more on division rewards, check the Social chapter of this guide.
Emergency Escape	If you can hold out for 15 seconds after issuing this order, you'll escape battle and reappear at the nearest landmark, no matter what. This is great for getting out of a bleak situation.

Auto-Attacking

Once combat has begun, your character will automatically attack the enemy at timed intervals. These intervals are determined by weapon stats.

Appendages

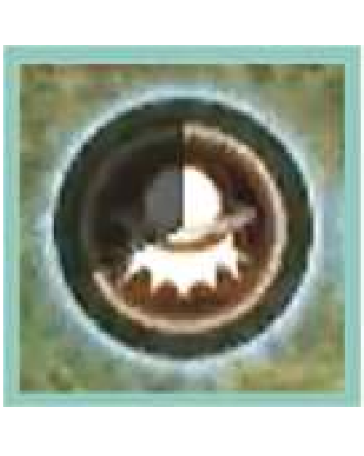


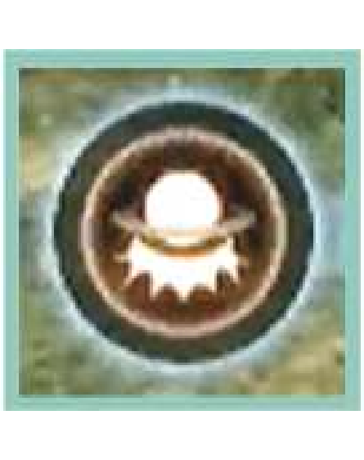
Get close to the appendage you want to attack, and press ☃ to lock on to the target.

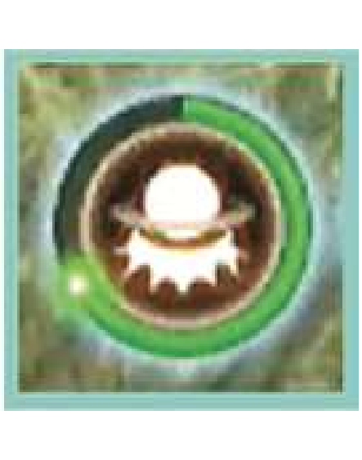
By clicking the right stick during battle, you can zero in on an enemy appendage and concentrate your attacks on it. This has several benefits—increased damage from your attacks and decreased resistances for the enemy for each appendage destroyed. You can also disable enemy Arts by destroying certain appendages, as well as gain special materials—some of which are appendage-exclusive!

The green meter on the left shows the appendage HP, and any name that shows up near the appendage shows the Art that the appendage is associated with.

Cooldown





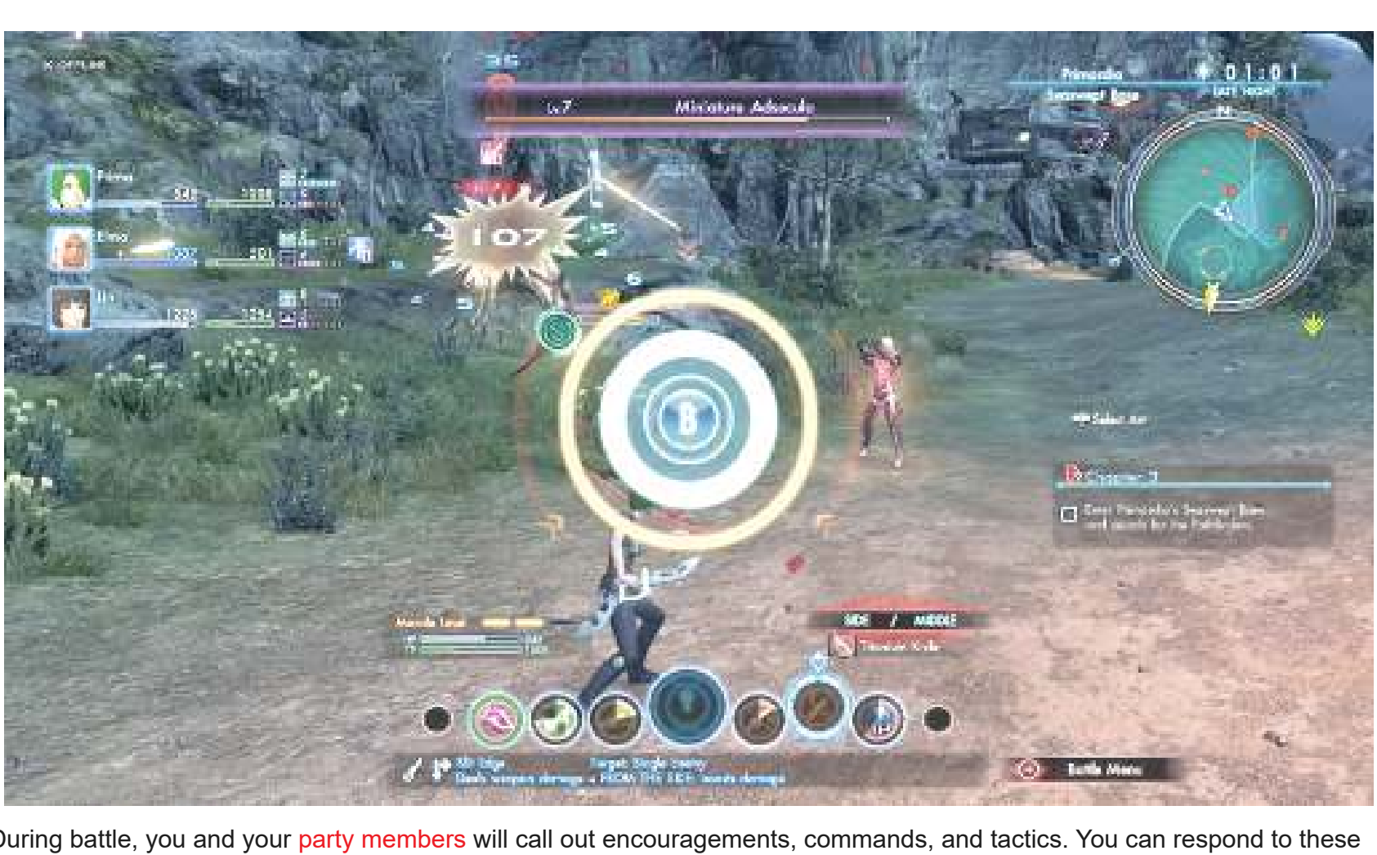


After you use an Art, a cooldown period takes place; you'll be unable to use that Art again for a set time. That time varies by Art and that Art's level and stats.

Once the cooldown timer has passed and the Art is usable again, a secondary cooldown is activated. Wait out this timer and you'll have access to a more powerful version of the move. It may last more time, it may do more damage, or you may be able to use it more than once!

> **Tatsu's Tips: The Third Way**
>
> You can activate a tertiary cooldown by using Overdrive. Go for the ultimate powerful attack! Learn more about tertiary cooldown in the section "All About Overdrive."

Soul Voices and Soul Challenges



During battle, you and your party members will call out encouragements, commands, and tactics. You can respond to these calls by noting the color of the Soul Voice and activating an Art of the same color. Your party members can do the same when you successfully complete a Soul Challenge and call out a Soul Voice yourself.

Soul Voices are powerful and can have highly beneficial effects, such as restoring HP and TP, adding temporary levels to Arts, and more. You'll be able to change all of these in the Soul Voices menu.

The colors respond to the different types of Arts:

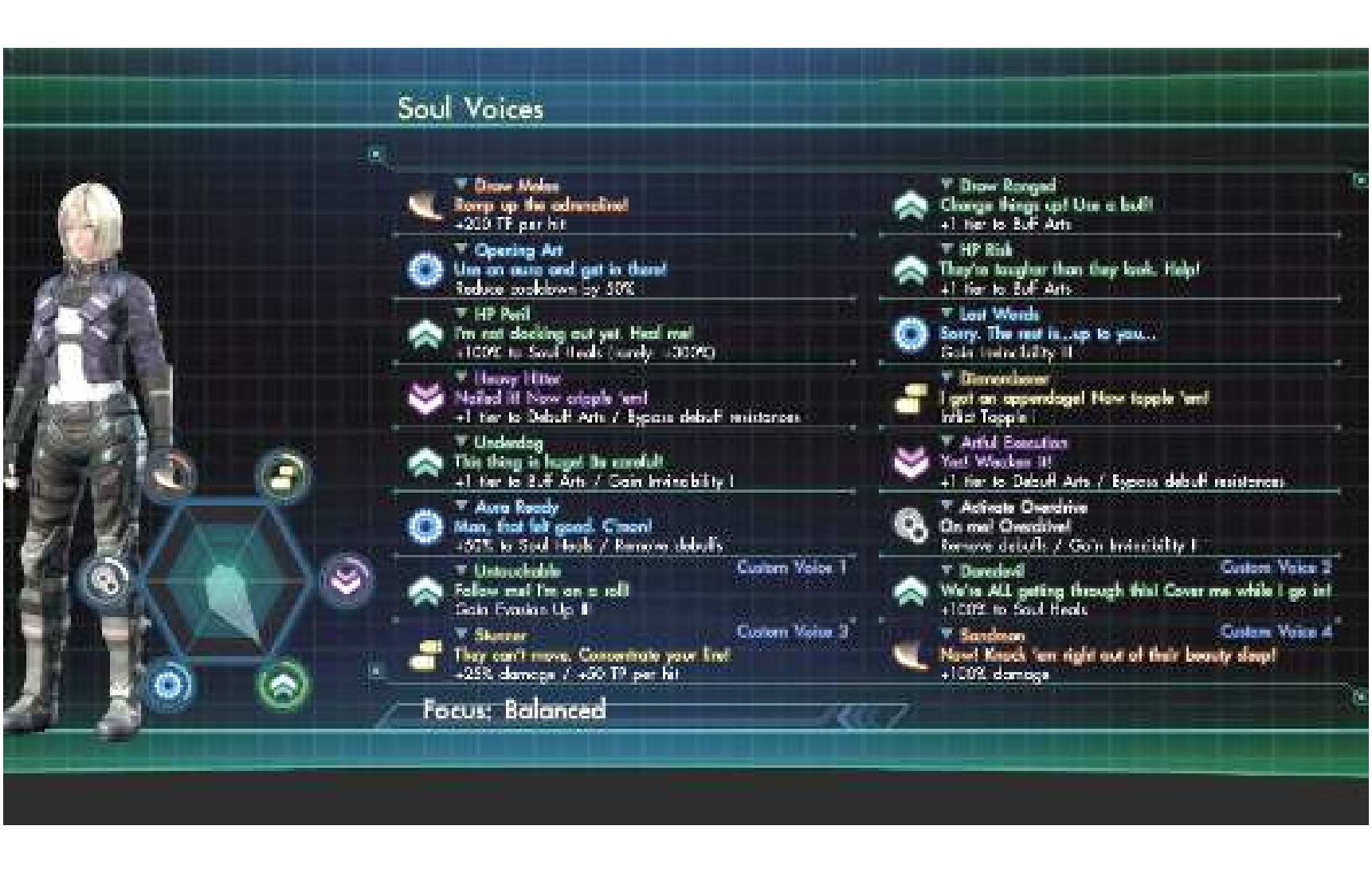
Melee Arts
Ranged Arts
Debuff Arts
Buff Arts
Aura Arts
Overdrive

Successful activations also result in recovered HP and increased Affinity between all characters involved in the Soul Voice. Morale also increases.

Soul Challenges are unique to your player character. After certain conditions, such as performing an Art, you'll see a diagram. Press **(B)** while the shrinking orange circle is overlapping or within the white circle to successfully complete the challenge. If the orange circle is within the white circle, you earn a Good score, but if it overlaps the white circle, you get a Perfect score and a TP boost, so get the timing right!

While party members' Soul Voice loadouts are static, you can customize your own Soul Voices in the Soul Voices menu. Check the Characters chapter for a list of Soul Voices, activation conditions, and effects assigned to recruitable party members and customizable for your avatar.

Trying to get Soul Voices to appear more often? Here's a list of how often they appear and how long it takes them to appear again.



Soul Voice Appearances

SOUL VOICE	PRIORITY*	APPEARANCE RATE	COOLDOWN (SECONDS)	TRIGGERS
Party Member Soul Voices				
Draw Melee	2	20	60	Drawing a melee weapon.
Draw Ranged	2	20	60	Drawing a ranged weapon.
Opening Art	1	30	60	Performing an Art.
HP Risk	15	75	10	When HP = 60% or below.
HP Peril	14	75	8	When HP = 30% or below.
Last Words	3	75	8	When HP = 0.
Heavy Hitter	17	1	30	When critical hit occurs.
Dismemberer	8	75	10	When enemy part is destroyed.
Underdog	10	50	10	When a +2 size enemy drops below 50% HP.
Artful Execution	16	15	10	When Arts are used very effectively.
Aura Ready	13	30	10	When aura Arts are used.
Activate Overdrive	4	50	10	When entering Overdrive.
Custom Soul Voices				
Finishing Blow	5	100	10	When defeating an enemy who's not the last.
Untouchable	6	100	10	When you dodge three enemy attacks in a row.
Critical Combination	6	100	10	When you get three critical hits in a row.
Wayward Weather	7	100	10	When the weather changes and has an effect.
Sprinter	7	30	10	Sprint for more than three seconds.
Medicine Man	18	30	10	When a male character buffs you.
Medicine Woman	18	30	10	When a female character buffs you.
Daredevil	9	15	10	Using attack Arts when your HP is 30% or below.
Higher Ground	11	5	10	Attack from a higher position than your target.
Toppler	8	50	10	Attack your target inflict Topple.
Stunner	10	50	10	Attack your target inflict Stun.
Sandman	10	50	10	Attack your target and inflict Sleep.
Binder	8	30	10	Bind your target.
Skell Crush	12	50	10	When you break a part of the Skell you're riding in.
Wrecked Skell	3	100	10	When the Skell you're riding in hits HP = 0 and breaks.
Running on Empty	13	30	10	When the fuel of the Skell you're riding in reaches 30% or less.

Tension

Tension points, or TP, rise with each auto-attack, as well as by fulfilling certain conditions with some Arts. When your TP reaches 1,000, you can use Arts that require TP, which tend to be quite powerful. Meanwhile, if you reach at least 3,000 TP, you can dismount from your skell to revive a character or activate Overdrive, which enhances all your combat abilities temporarily.

You keep your TP after each battle, but it resets to 0 if you are ever incapacitated.

Incapacitation and Revival

Return to the most recent landmark visited?
Return
Time Until Forced Respawn:
30 s

If a character's HP drops to zero, they will be unable to take further action. If your avatar becomes incapacitated, they can elect to return immediately to the nearest landmark by pressing **(A)** or wait to be teleported after 30 seconds.

> **Tatsu's Tips: Wait It Out**
>
> If you're incapacitated, there are two ways to get back into the game: be revived by your party members or have the rest of your party win the battle. If your party members defeat all enemies, you'll be automatically revived and reap the rewards. Trust in your teammates!

If one of your party members has at least 3,000 TP, they'll automatically attempt to revive you or another fallen teammate.

When the player character revives party members, the mechanics are as follows:

SOUL VOICE CHALLENGE RATING	RESULT
Failure	Party member receives 30 percent of their Max HP when revived.
Good	Party member receives 80 percent of Max HP.
Perfect	Party member receives 80 percent of Max HP and 1,000 TP.

When party members revive a player character, HP recovered and TP added are the same as when the player character revives party members; however, the level of reward depends on your Affinity with the party member who revives you.

When party members revive other party members, they will recover only 30 percent of their maximum HP.

All About Overdrive

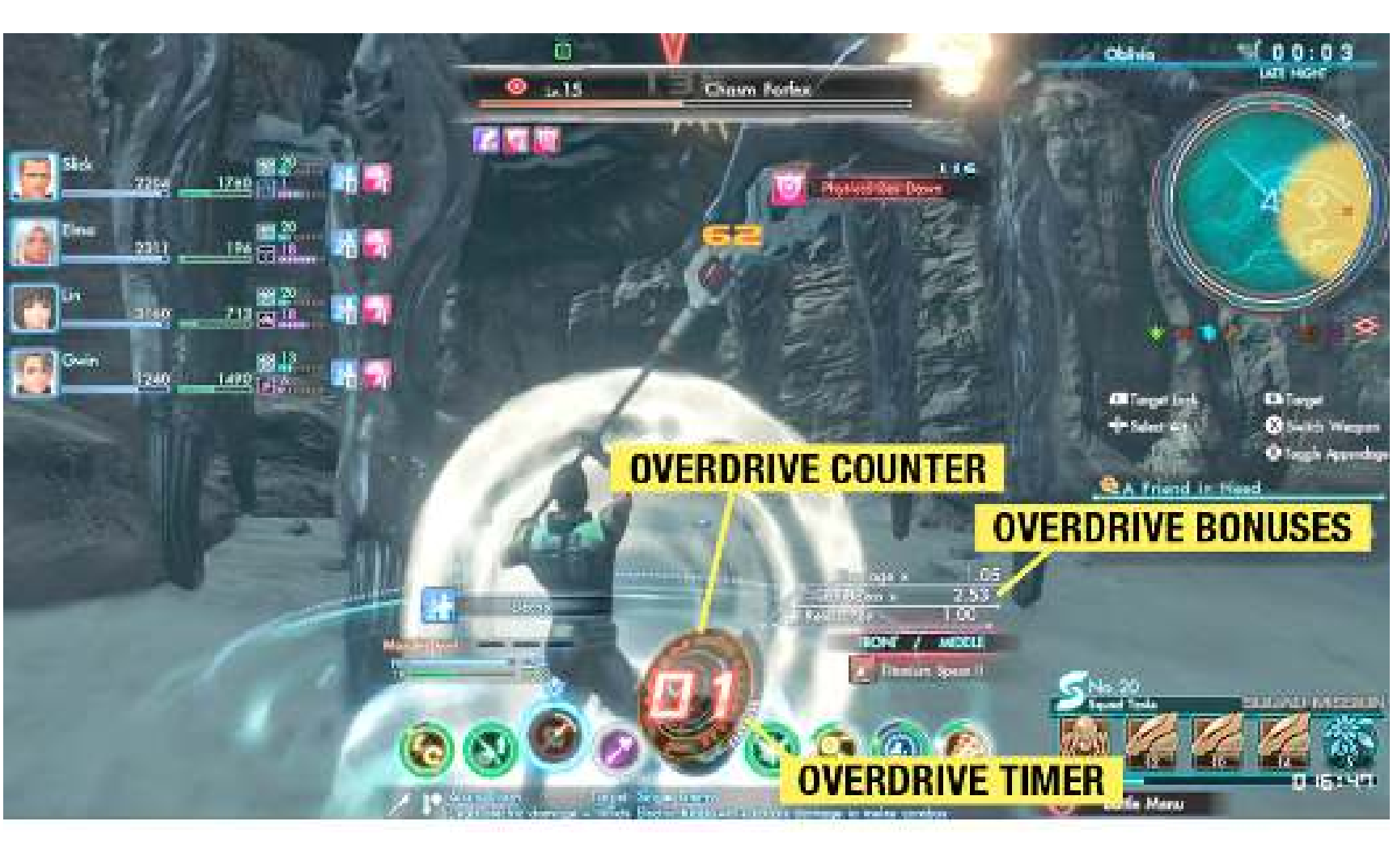
Once you or one of your party members accrues 3,000 TP, the fun really starts. Activate Overdrive to break the limit of what you can normally do in battle. When Overdrive is active, you instantly gain multiple benefits.

Tertiary Cooldown

You unlock even more powerful versions of your Arts for a limited time. You'll still have to wait for a timer to complete to use them, but the benefits are worth it.

You can activate Overdrive once you clear Chapter 5 of the main story.

The Overdrive Display



Overdrive Counter

This appears when you activate Overdrive and then use Arts. Its color changes based on the last Art used. Each successful hit from an Art increases this counter. Keep in mind that using ranged and melee attacks or Arts back to back will not increase the counter. Use non-physical Arts (debuff, support, aura) to change the counter's color and get it climbing again.

Overdrive Timer

This is the meter on the side of the Overdrive Counter. It diminishes over time. Once it runs out, the Overdrive ends. Your job is to make sure that doesn't happen.

Overdrive Bonuses

These are bonuses accrued from activating Overdrive and doing all you can to keep it going! Benefits range from decreased cooldown time to extra damage.

Multi-Bonus

If more than one person activates Overdrive at the same time, more bonuses can occur.

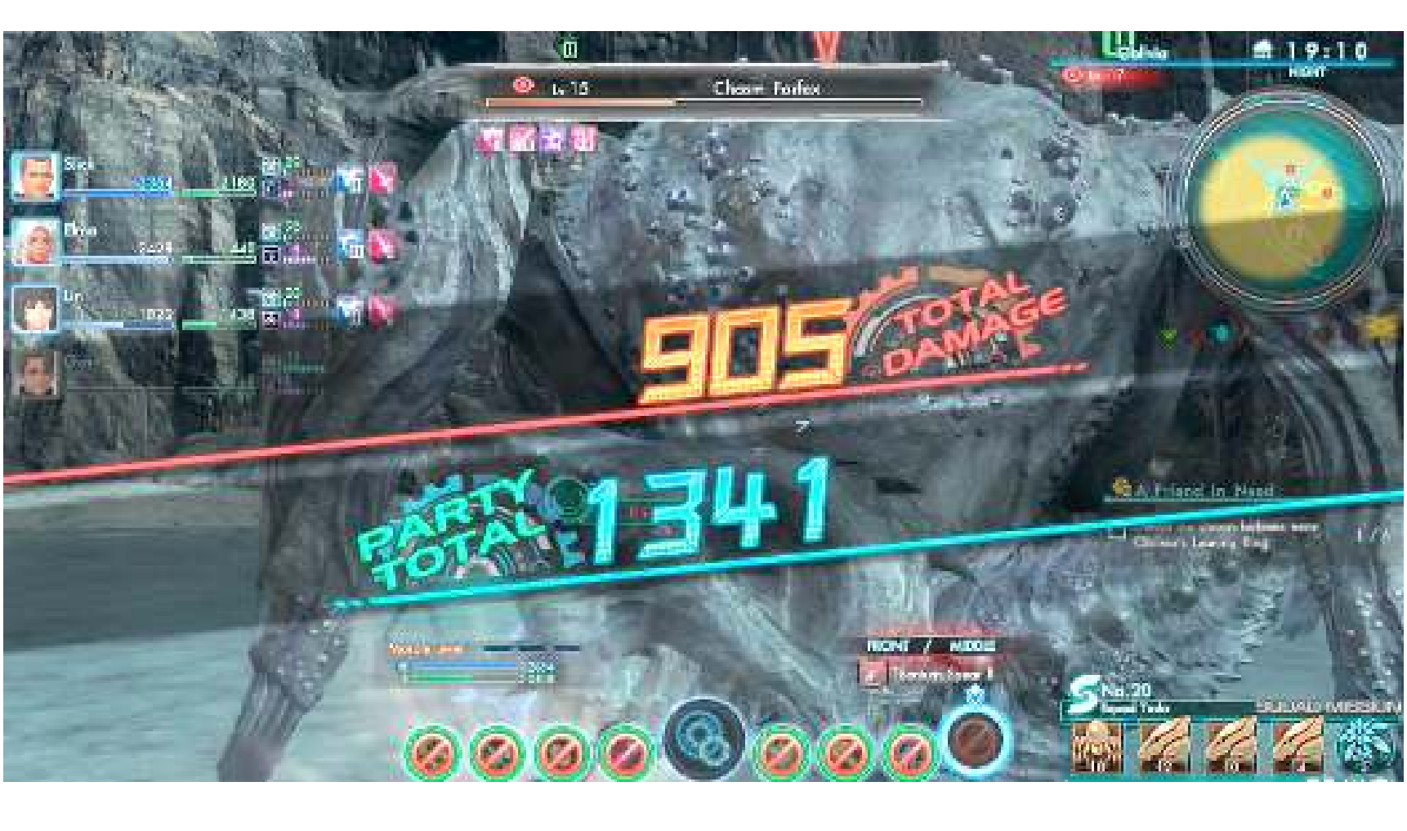
NUMBER OF PEOPLE IN OVERDRIVE	BONUS EFFECT
1	None
2	Soul Voice Occurrence odds increase by 50 percent.
3	You gain an extra 50 TP with every hit.
4	You acquire super armor (invulnerable to Break, Topple, Flinch, Launch, and Knockback) and take 50 percent less damage from attacks.

Color Combo

The color of the Overdrive Counter changes when using different types of Arts. Different orders of color grant different effects.

BONUS	2ND PREVIOUS ART USED	PREVIOUS ART USED	CURRENT ART USED	EFFECT
Single Bonus	—	Purple	Any	Appendage damage increase
	—	Green	Any	Double Overdrive count bonus
Double Bonus	—	Blue	Purple	Debuff extension
	—	Blue	Green	Recover HP
Triple Bonus	Orange	Orange	Orange	Party EXP bonus
	Yellow	Yellow	Yellow	Class EXP bonus

Overdrive All Over



When Overdrive ends, you'll receive a reading of the total amount of damage dealt by the character who initiated Overdrive (Total Damage), followed by the total amount of damage dealt by all party members while Overdrive was active (Party Total). Use this information to refine your Overdrive tactics.

After the Battle

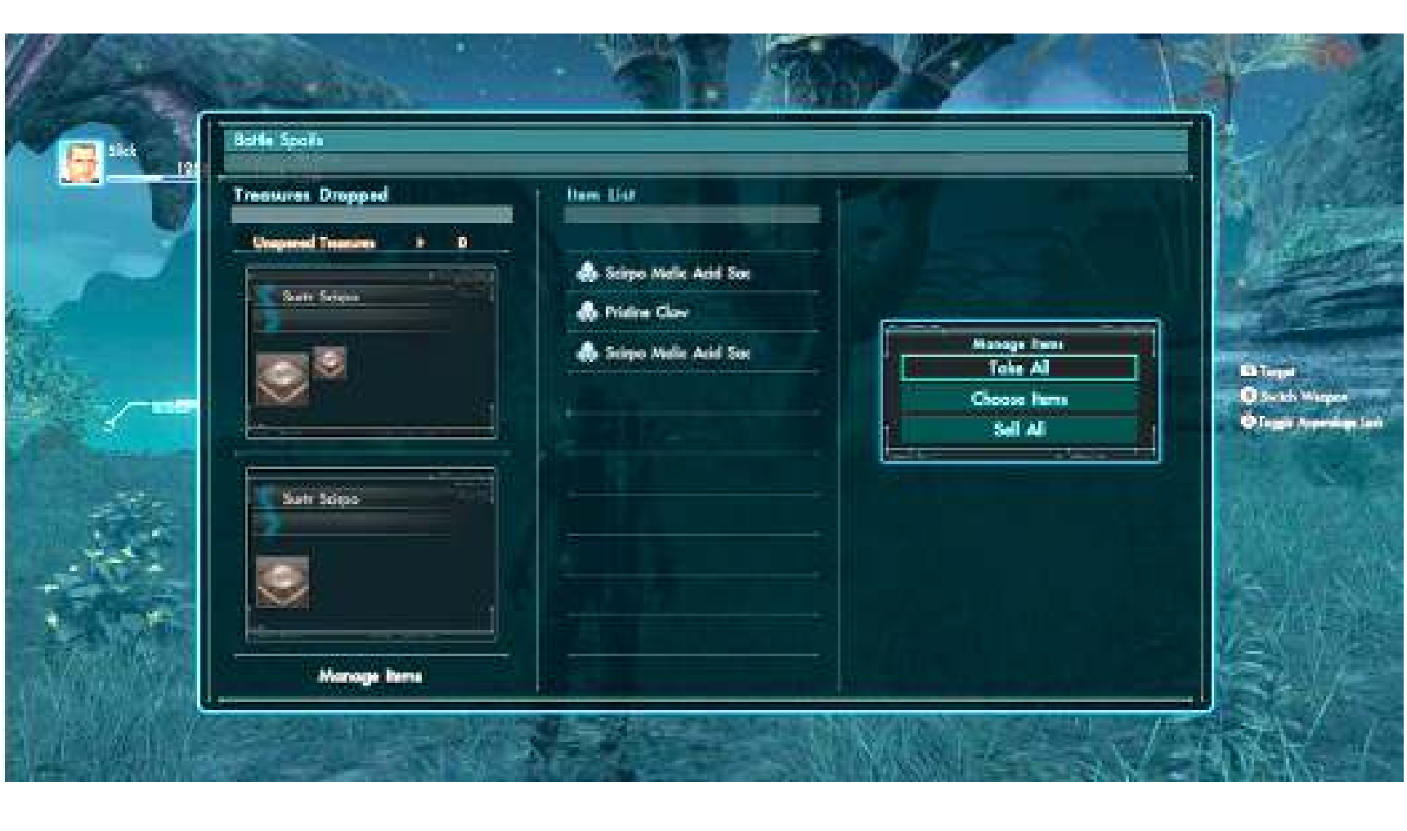
Once you're victorious, it's time for the spoils.

Experience

You gain two types of experience after a battle: EXP and Class EXP. EXP goes toward your character's level, allowing for base stat boosts. Class EXP goes toward the character's class rank, allowing them to attain new Arts or skills, or even advance to a new class.

Experience scales with your level and the level of the enemies you defeat, so it's worth it to continue to seek out stronger enemies.

Drops



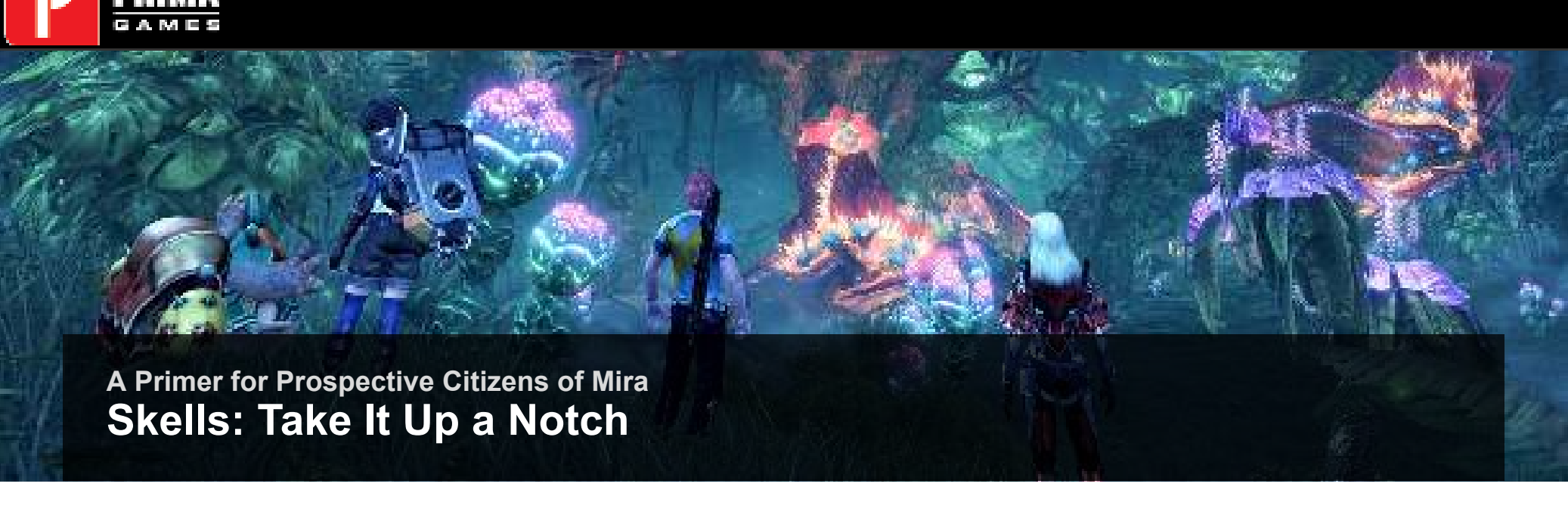
There is a chance that enemies will drop items such as materials or weapons. You can choose what to do in this situation.

Take All	Acquire all items.
Take Individually	Choose which items to take, one by one.
Sell All	Sell all the items.
Treasure Deal	Send items to other players in your squad. For more on this, check the Social chapter of the guide.

> **Tatsu's Tips: Tough It Out!**
>
> After a battle, all party members are revived, HP gradually regenerates for all party members and Skells, and all debuffs (and buffs) are cleared. Try to pull out the win in a fight even if you're in dire straits—it'll all be worth it in the end, teammates!

Retreating

You can press **(B)** during combat to stop attacking altogether. Once you're no longer attacking, run away from the enemy! After a certain distance, the battle will end and you'll be able to recover your HP.



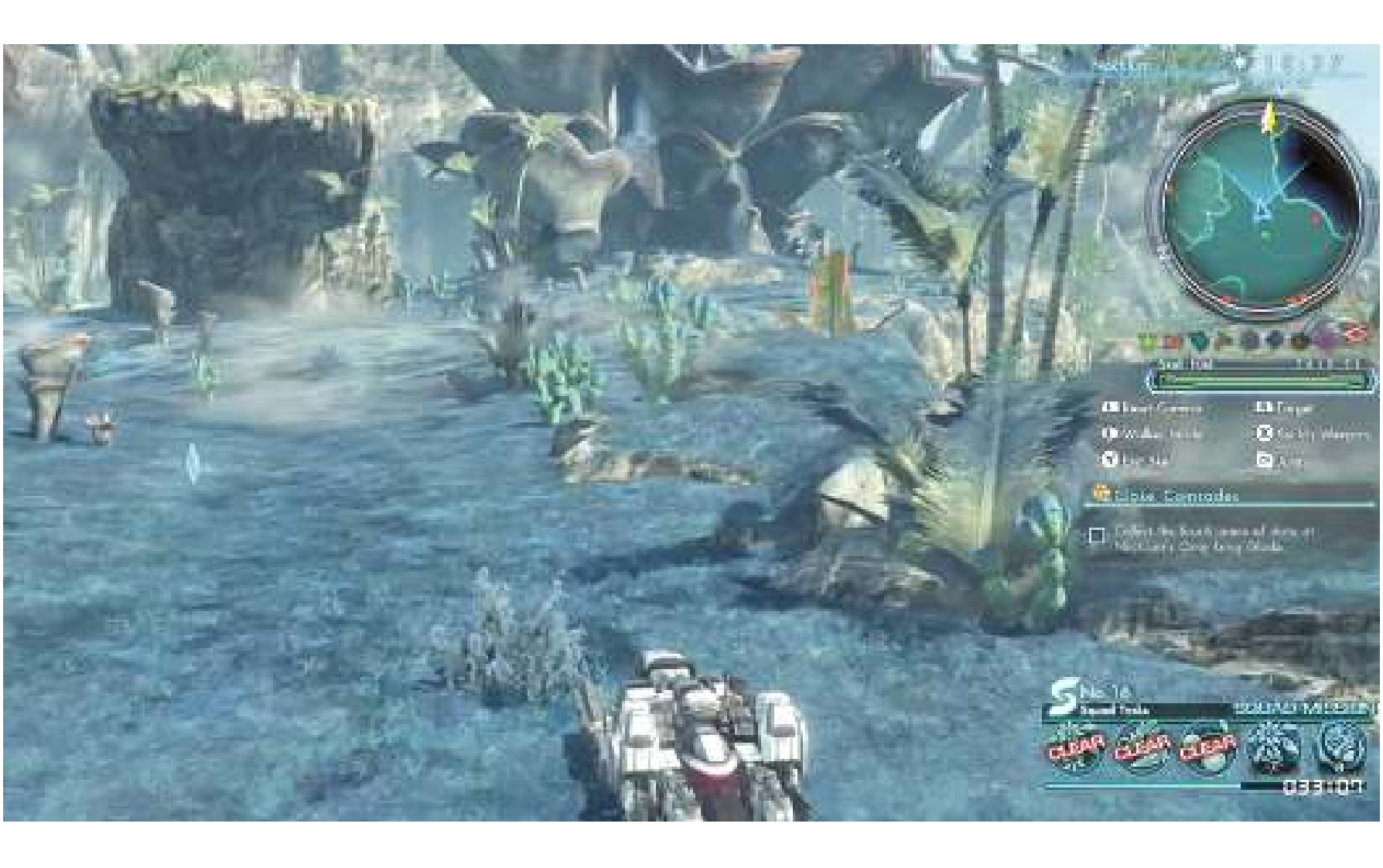
A Primer for Prospective Citizens of Mira

Skells: Take It Up a Notch

Upon completing Chapter 6 of the main story you'll be able to take the Skell license test. Pass the series of missions, and you'll receive a Skell of your very own.

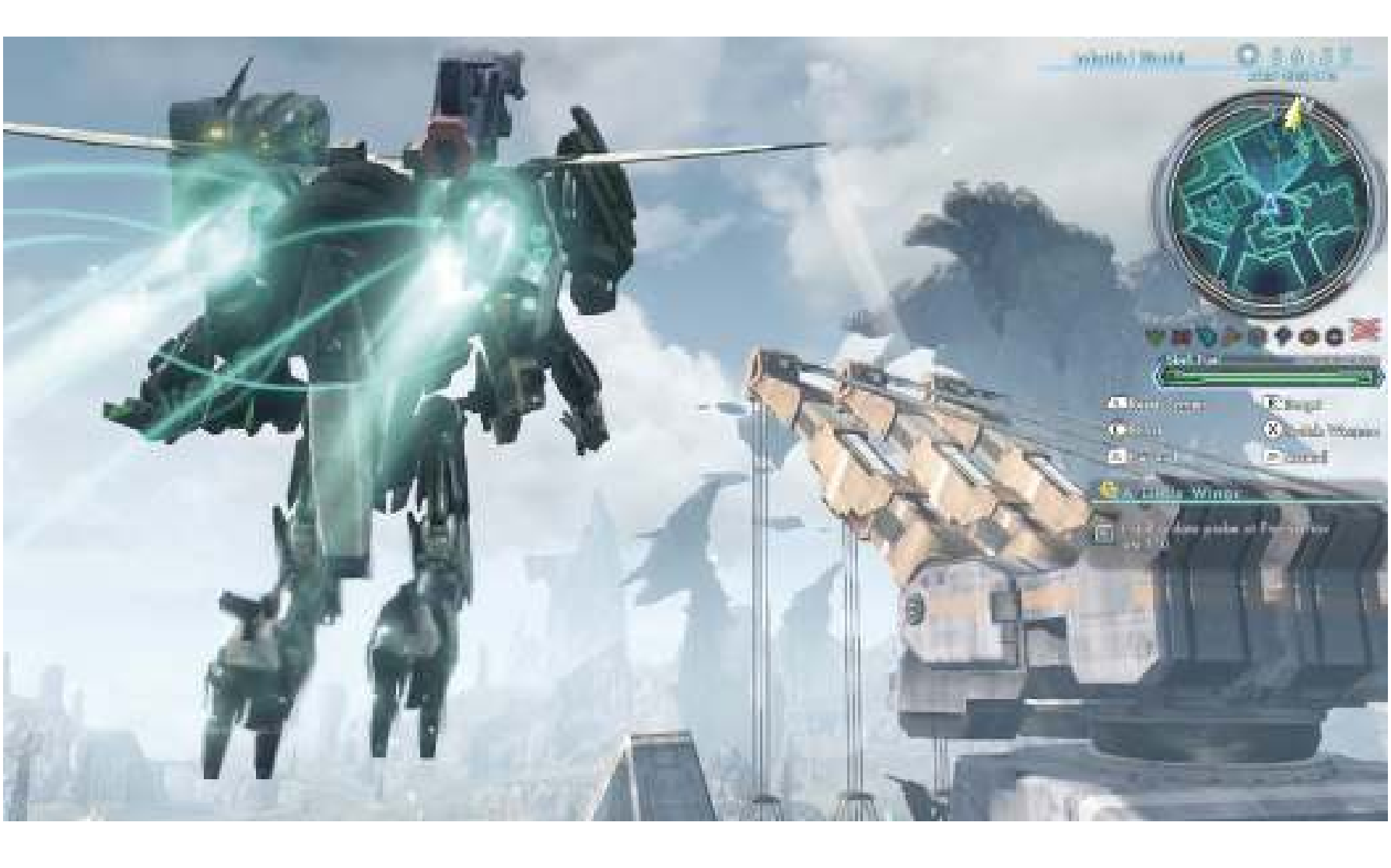
Skells are awesome mobile battle mechs with myriad applications—the most obvious of which is to be able to take on the indigens of Mira on a massive scale. You and your party members can even fight side by side with Skells while on the ground.

Vehicle Mode



The Skell's version of sprinting! Click the left stick to convert from walking mode to vehicle mode. Roll around the countryside at high speed!

Flight Mode

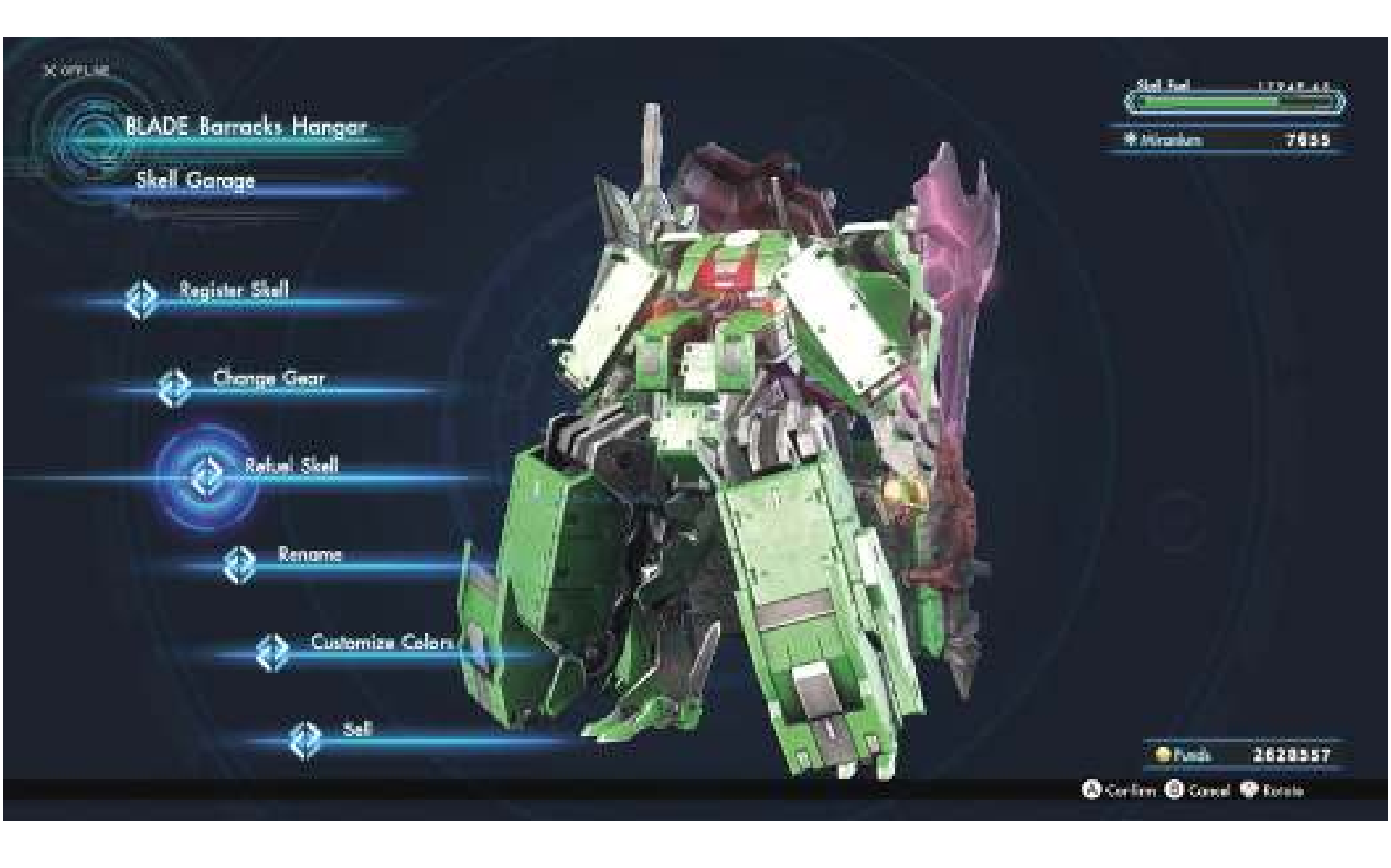


Once you beat Chapter 9 of the main story, a mission opens up. If you complete it, your Skells will be able to fly and reach places on Mira you've only dreamed of exploring.

Tatsu's Tips: Run 'Em Over!

Skells can damage smaller enemies simply by touching them. Usually they'll get kicked around and take some damage. Be careful with this, because the game counts this as initiating a battle; you'll have to run away to avoid the fight.

Skell Garage

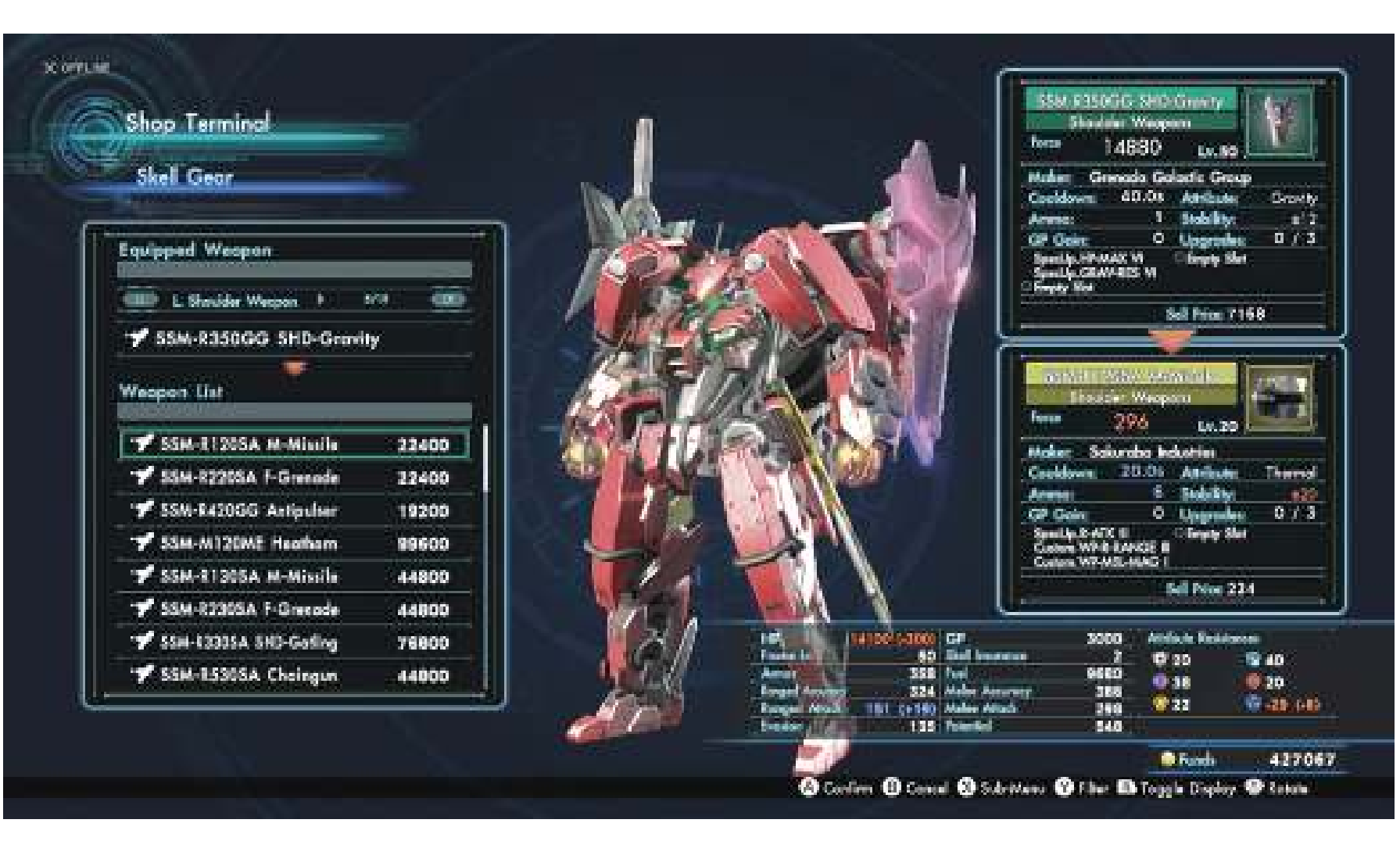


The Skell Garage is located at the BLADE Barracks. Approach the BLADE Barracks main console and select BLADE Barracks Hangar. Functions of the Hangar include:

Register Skell	Associate a Skell with a party member. This is the only way a party member can ride a Skell. Note that the party member must be at least the same level as the Skell; if the Skell frame is level 30 and the party member is level 27, you'll need to buff the party member up first.
Change Gear	Manage the selected Skell's gear. You can also do this from the Skell Gear menu.
Refuel Skell	Use miranium to refuel the selected Skell. It takes 5,000 units of miranium to refuel 3,000 units of Skell fuel. Heavy-type Skells can guzzle miranium like crazy when refueling.
Rename	Change the Skell's name.
Customize Colors	Change the color scheme of various parts of the Skell.
Sell	Sell the selected Skell and/or its gear.

The Power of the Skell

Skell Stats and Armor



Skells contain some extra stats along with the ones sported by party members on the ground.

Frame Lv.	The level of the Skell's performance. Most analogous to levels of party members. Skells with a higher frame level can wield more powerful weapons.
Skell Insurance	How much insurance the Skell has left. See the Skell Insurance section for a rundown on this mechanic.
Armor	The sum defensive quotient of all armor, base and equipped.
Fuel	The maximum amount of fuel that the Skell can hold.

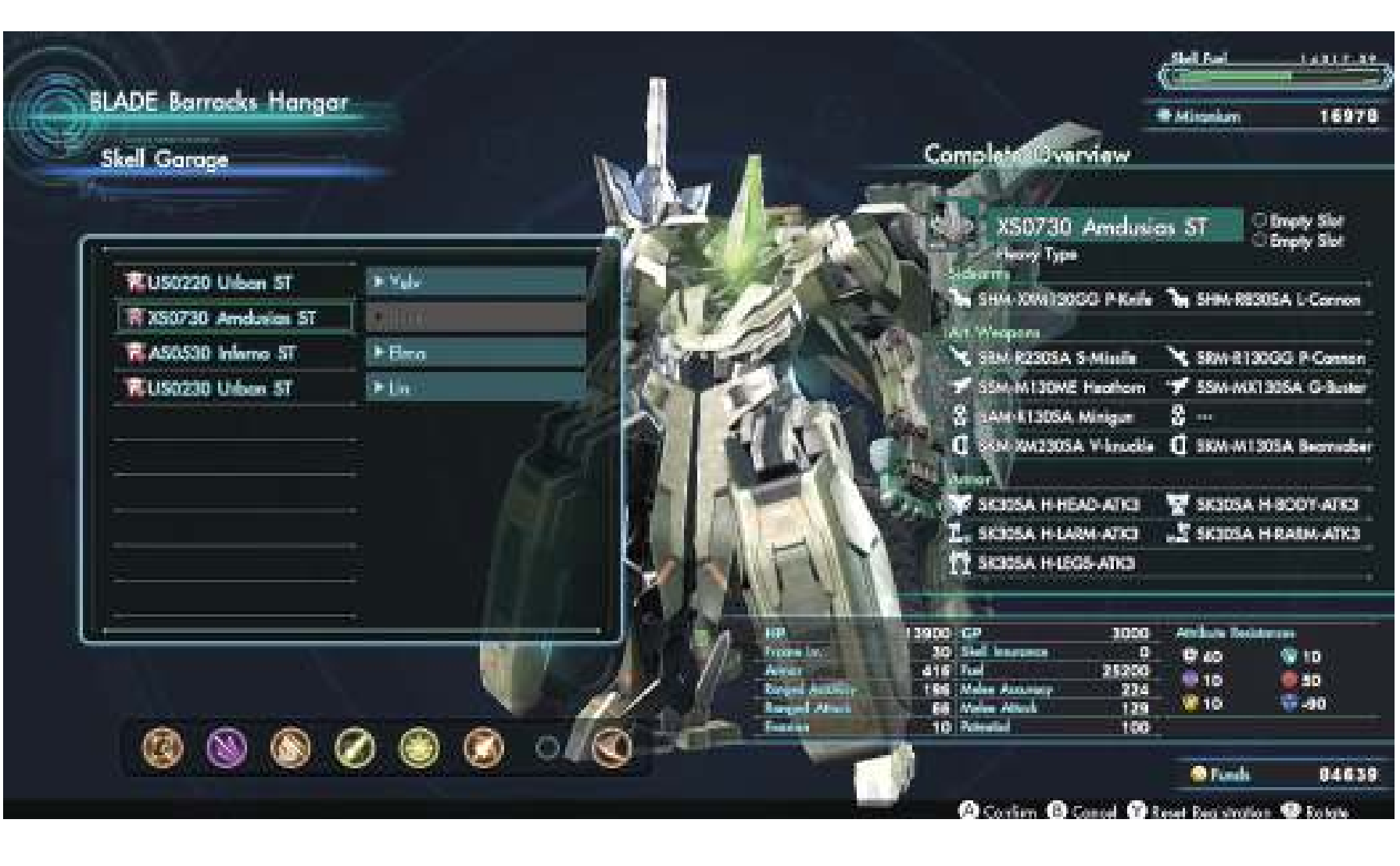
Skell Types

There are three types of Skells:

Light-type	Cheap cost, low HP, low armor, low fuel (but easier to refill with miranium).
Mid-type	Average cost, HP, armor, and fuel count.
Heavy-type	Expensive, high HP and armor, high fuel. Can take a while to refill fuel with miranium alone.

Light-Type Skells are speedier and more maneuverable both while driving and flying. Heavy-Type Skells are slower on both land and air, while Mid-Type Skells offer average speed and maneuverability. Each type of Skell can be equipped with armor of the same grade or lower, meaning heavy-type Skells can equip all armor but light-type Skells can only equip light-type armor.

Skell Weaponry



Skells have access to a massive number of equipable options, but in the end, they amount to the same number of attack venues as a ground-based character has, minus the Skills.

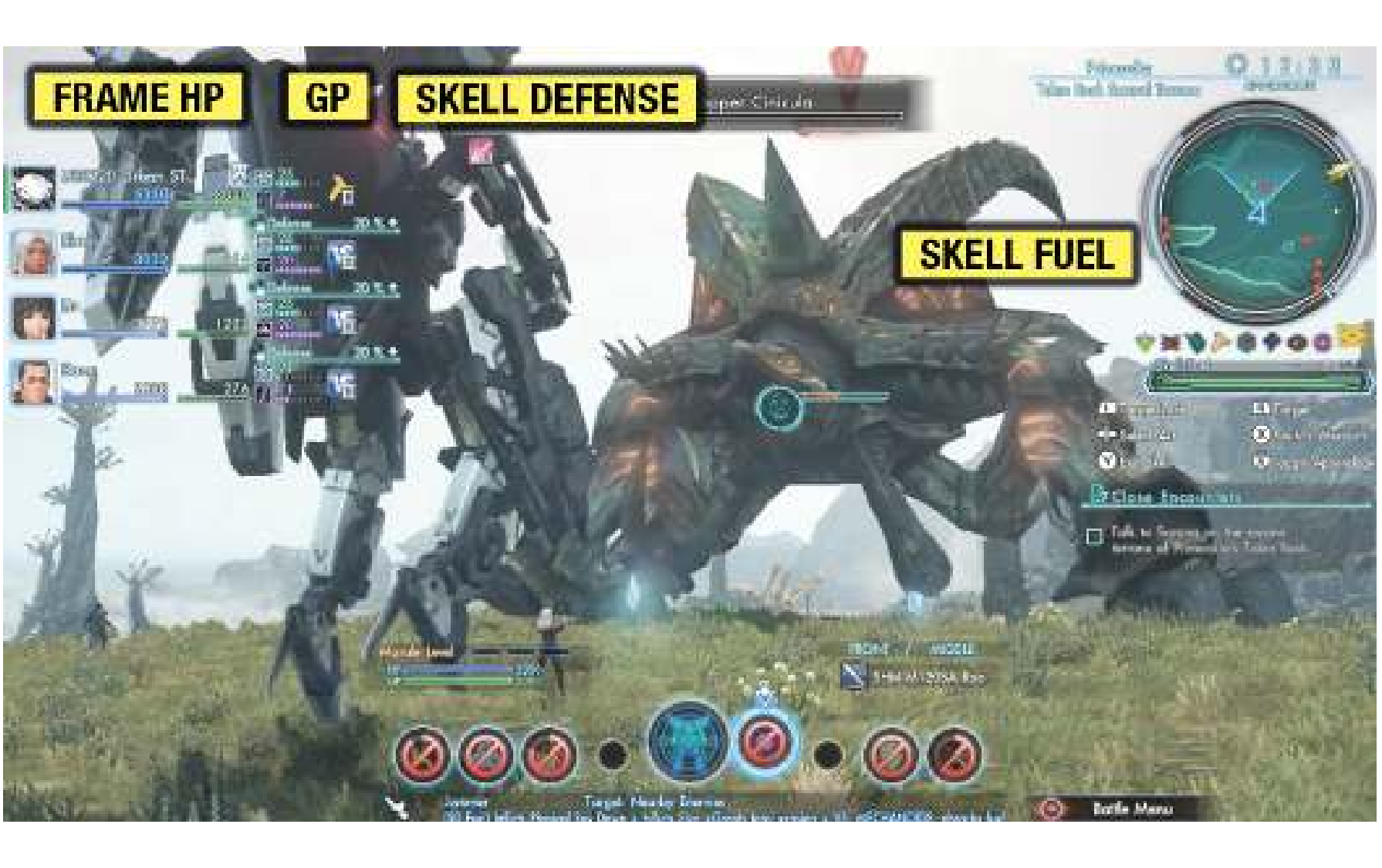
One Skell can equip:

- **Two auto-attack weapons. These can be any mix of ranged and melee weaponry, meaning you can dual-wield two of the same type if you so wish.**
- **Two back weapons, which count as Arts.**
- **Two shoulder weapons, which count as Arts.**
- **Two arm weapons, which count as Arts.**
- **Two spare weapons, which count as Arts.**
- **Five pieces of armor.**

When managing a Skell's gear, you can check the Arts available to a given Skell weapon by highlighting that weapon and pressing **(R)**.

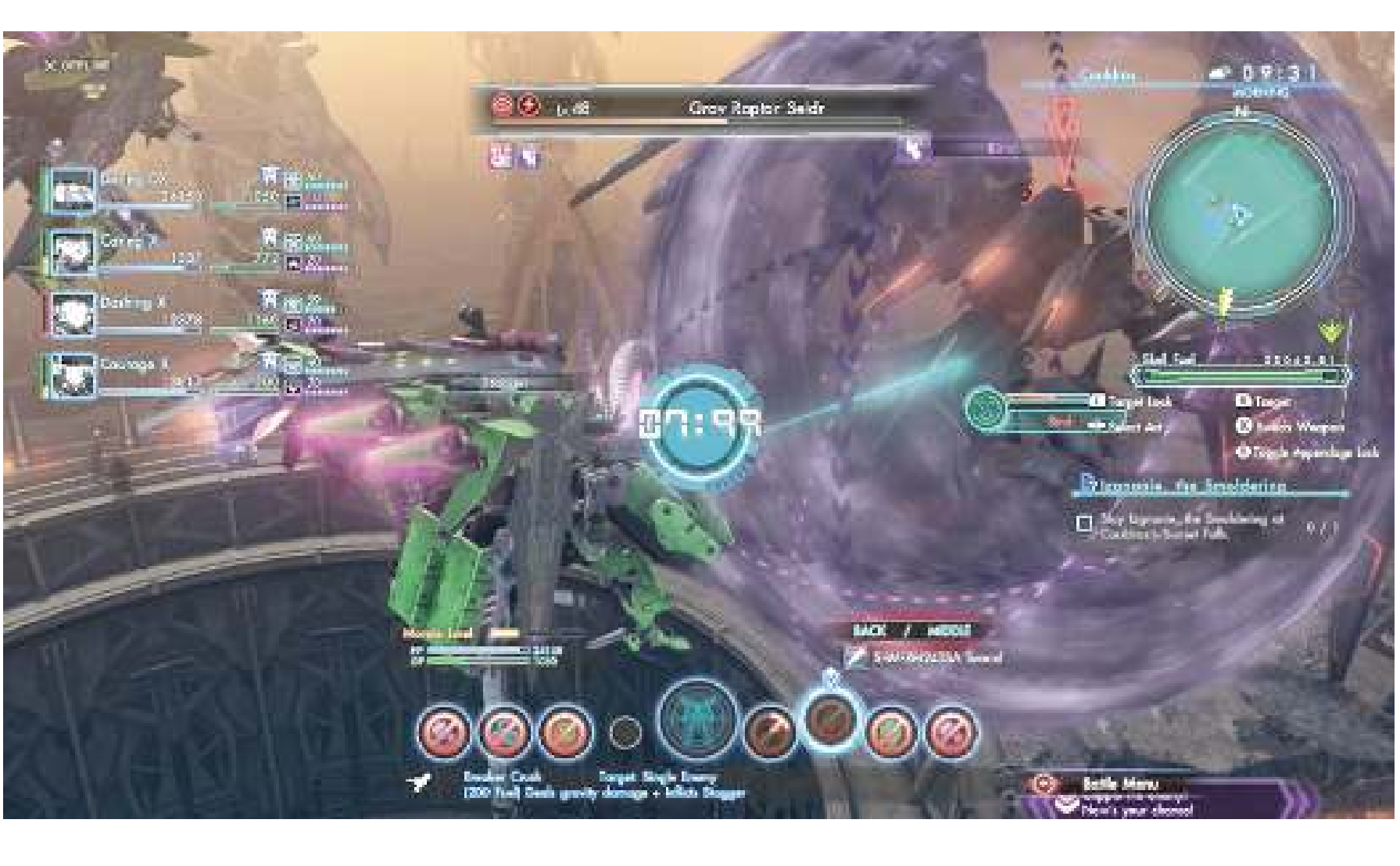
Skells in Battle

This is how the battlefield looks to a Skell:

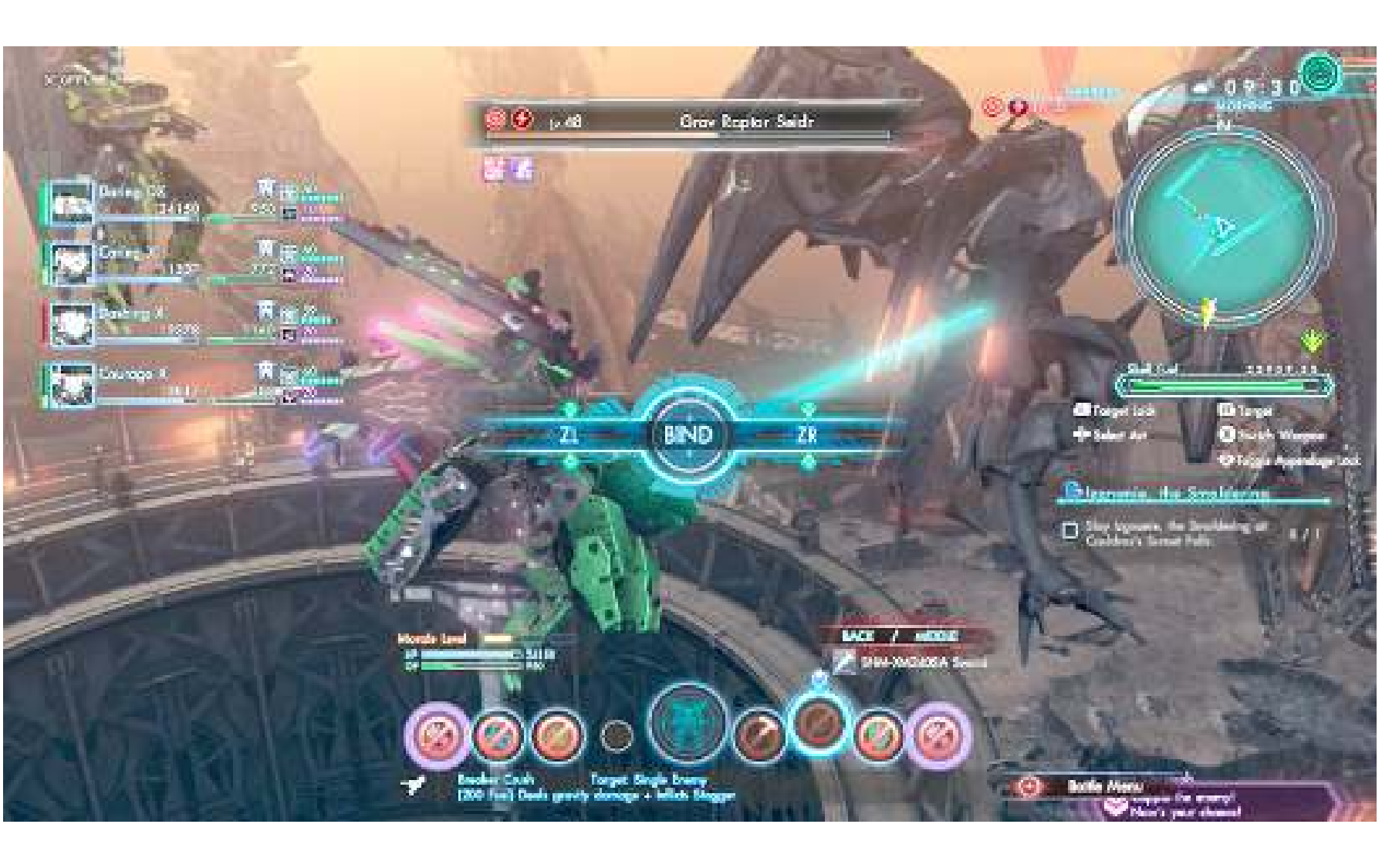


Frame HP	Analogous to a person's HP. If this reaches zero, the Skell is destroyed.
GP (Gear Points)	Analogous to a person's TP. These accumulate as the Skell lands auto-attacks. Once GP reaches 3,000 or higher, Skell Overdrive can be activated.
Skell Defense	This is a cool feature of Skells that makes sure ground-based party members aren't instantly obsolete. When at least one party member is in a Skell, the total defense of characters not currently in Skells increases. This depends on how many characters are and aren't in Skells. With one Skell in play, the other three characters receive a 20 percent defense boost. With two around, the other two characters receive a 40 percent defense boost, and with three Skells, the lone ground-bound party member will receive a whopping 60 percent extra defense.
Skell Fuel	Skells use fuel every time they auto-attack, use an Art, or fly. If fuel reaches zero, the Skell will be unusable until it is refueled. Skells can be refueled at the Skell Garage, or they gradually refuel over time if no one is riding them.

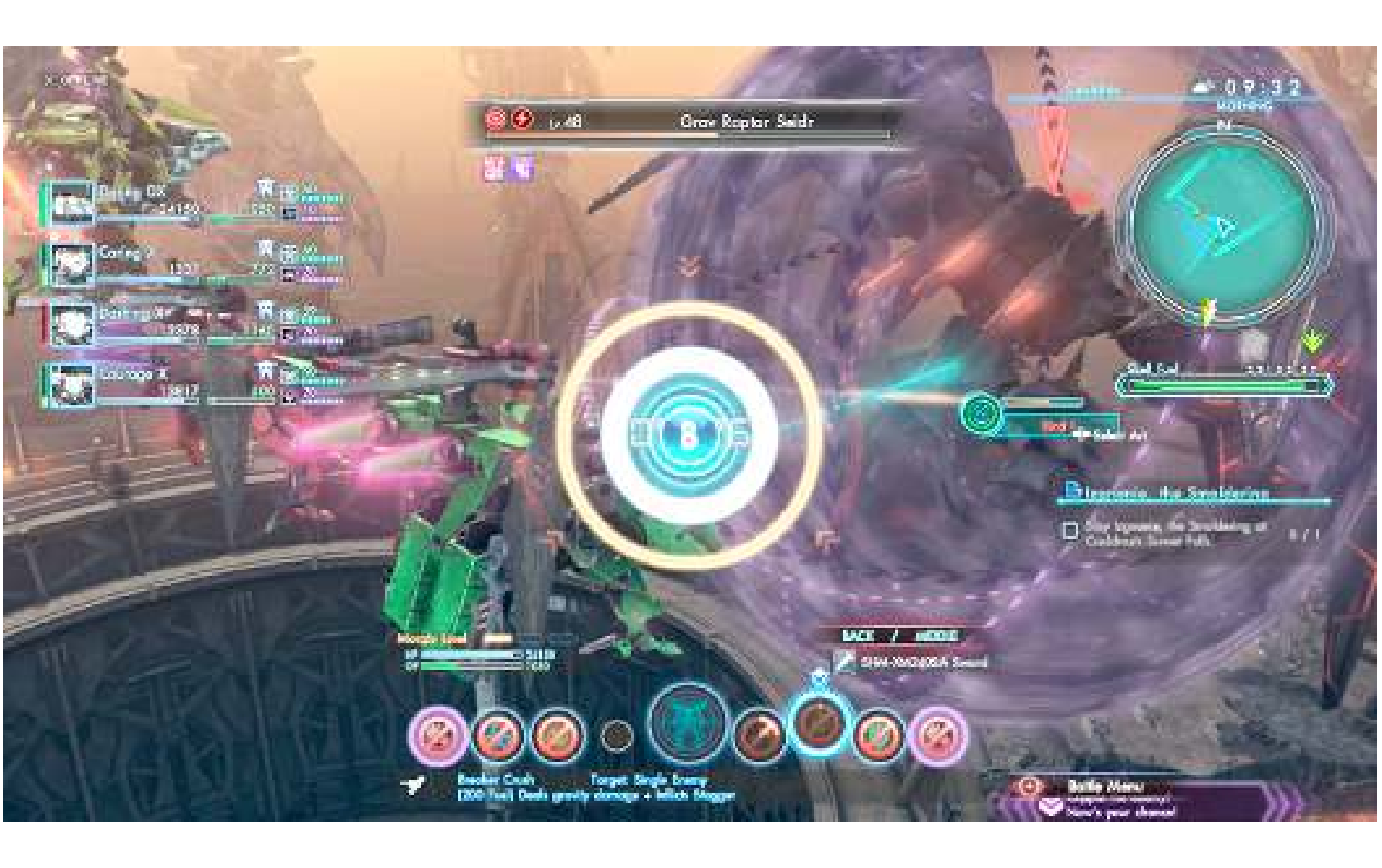
Binding Enemies



The effect of a Skell achieving a Bind on enemies is similar to a ground-bound character's Topple. A bound enemy can't move, and it will take extra damage from attack. Binding also restores some fuel to the Skell that pulls it off.



To bind an enemy, get close to a staggered enemy and press **(ZL)** and **(ZR)** simultaneously when the prompt appears.

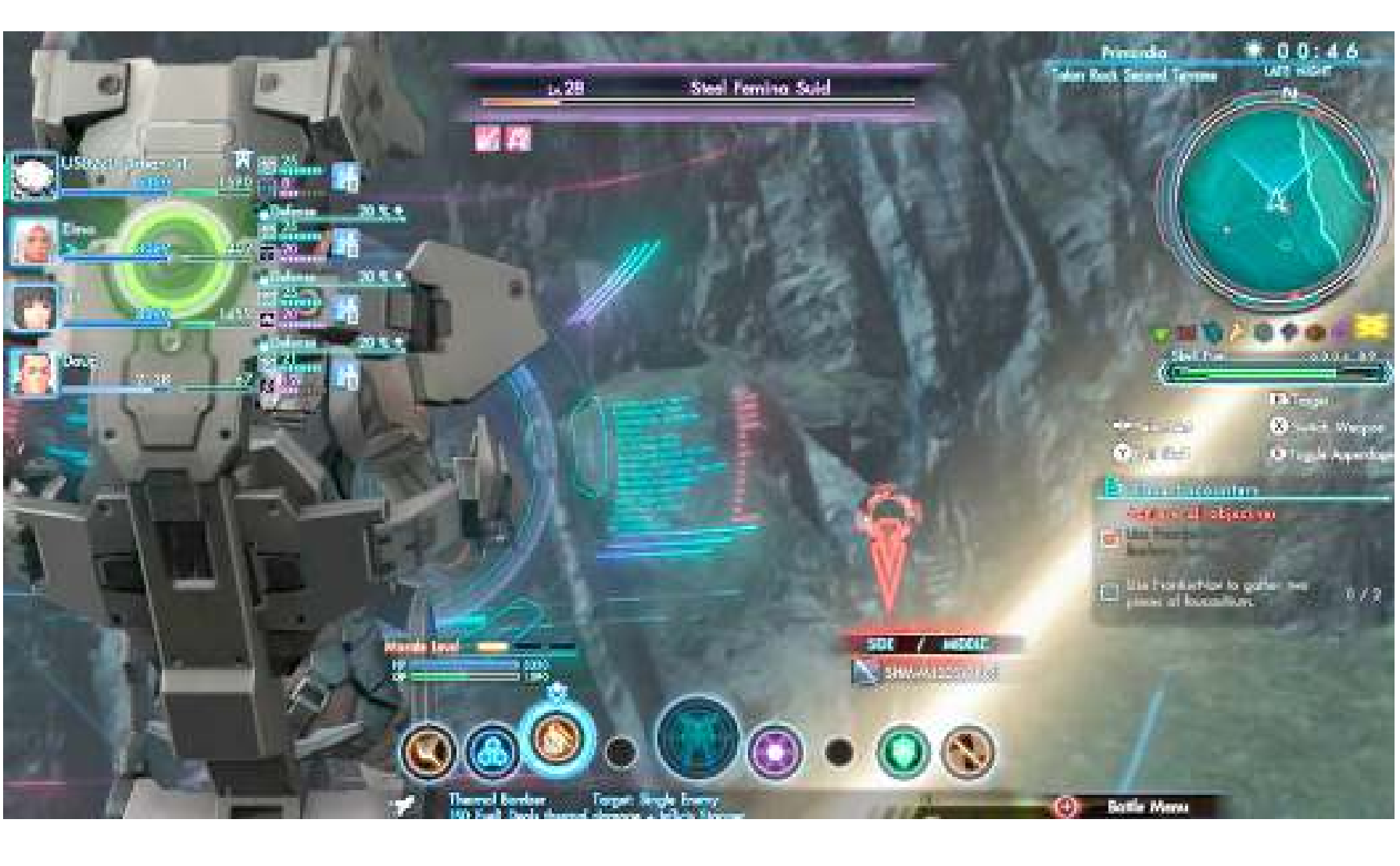


Continuous Soul Challenges will appear. Press **(B)** when the orange circle either overlaps or is inside the white circle to keep the Bind going until the timer runs out. If you fail a Soul Challenge, the Bind will be broken.

Tatsu's Tips: The Power of Gravity

The G-Buster weapons from the shop terminal are fantastic at a lot of things, like doing damage. They're also an almost surefire stagger, allowing you to inflict Bind on even the toughest of bosses. Always have one on your Skell!

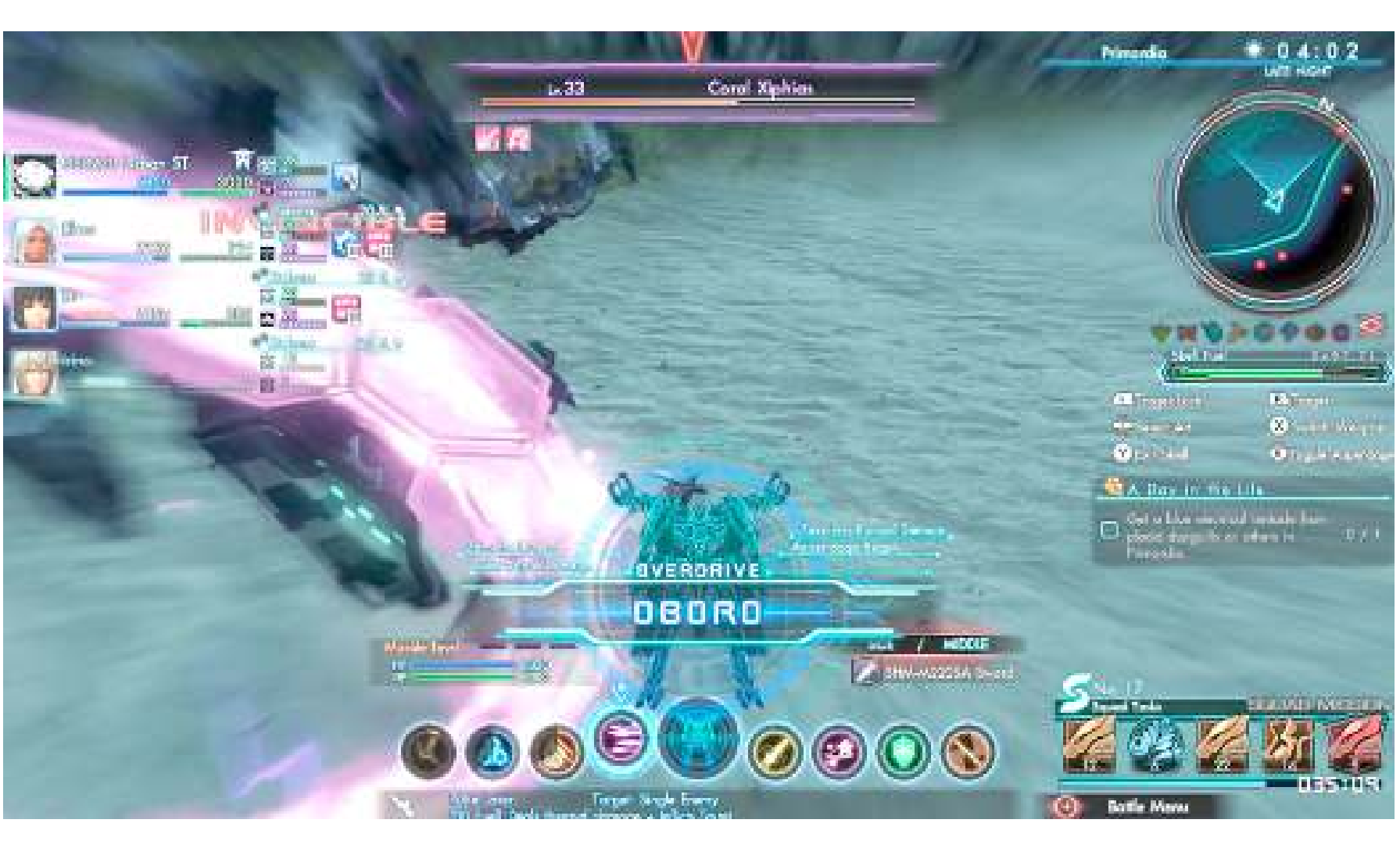
Cockpit Time



Cockpit Time has a 10 percent chance of occurring whenever a Skell uses an Art. If this happens, you're in luck—all cooldown timers on your Arts are reset, and you become temporarily invincible! GP will also increase when this takes place—usually by 500.

Also, when you're in Skell Overdrive, if Cockpit Time is activated, the chance of Overdrive being extended raises as well.

Skell Overdrive

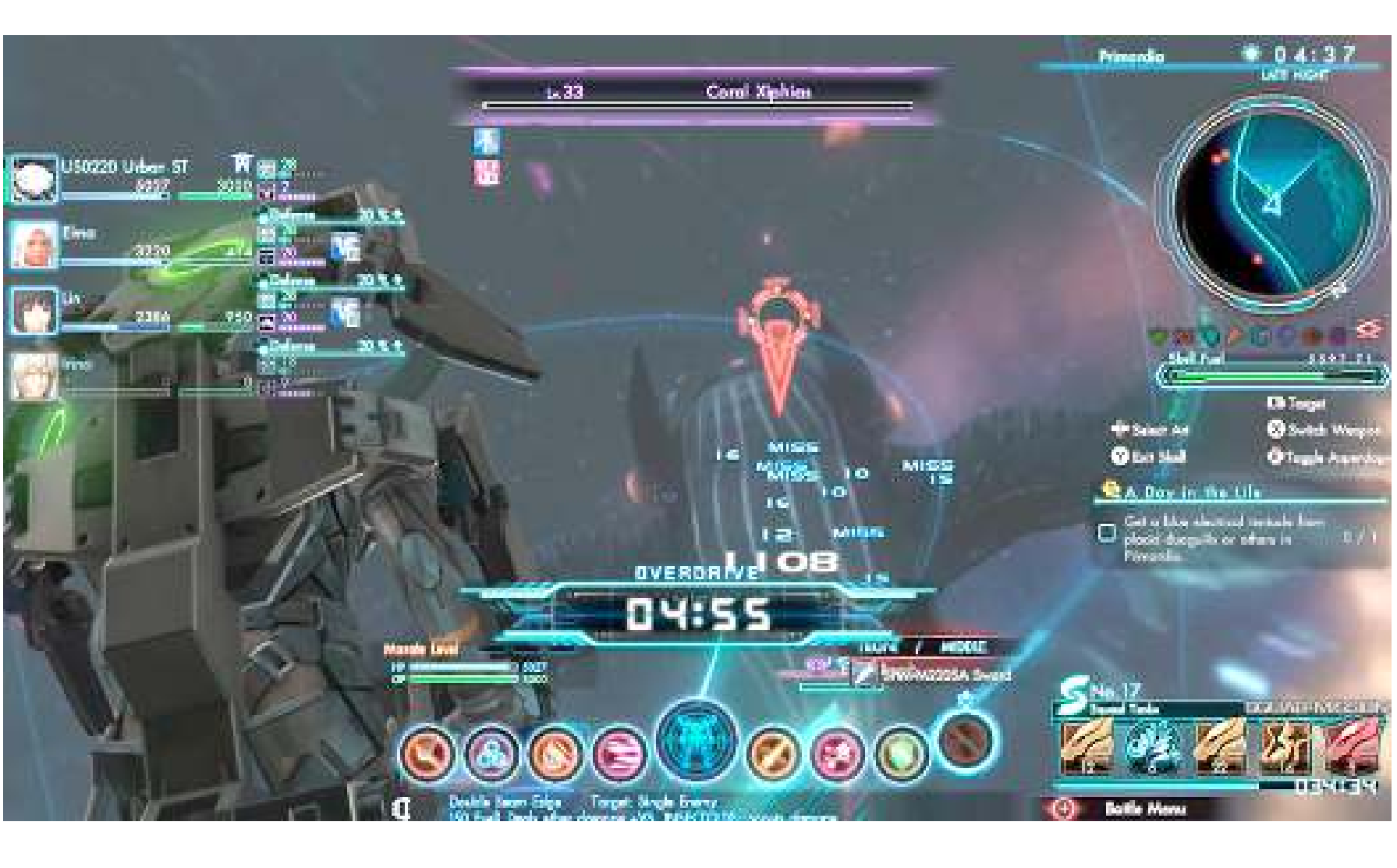


Here's where the ultra-fun starts. When you have 3,000 GP or more, you can initiate Skell Overdrive, which enhances the base capabilities and performance of the Skell along with its fighting capacity. The types of enhancements vary depending on the Skell, as can be seen by this table.

Overdrive Types

SKELL FRAME(S)	OVERDRIVE DESIGNATE	BONUS EFFECTS
Formula (Light-type)	Type 1: JINRAI	Zero Fuel Use Accuracy & Evasion Up Critical Chance Up Cooldown Boost
Lailah (Mid-type)	Type 2: NAGI	Zero Fuel Use Timed Regen Appendage RegenTake Less Damage Debuff Immunity
Verus (Light-type)	Type 3: HAGANE	Zero Fuel Use Melee Weapon Attack Up Appendage Regen2x Damage Reflect: Physical
Mastema (Heavy-type)	Type 4: GEKITETU	Zero Fuel Use Ranged Weapon Attack Up 2x Damage Reflect: Beam Take Less Damage
Urban (Light-type) US0232 Police	Type 5: OBORO	Zero Fuel Use Deal More Damage Take Less Ranged Damage Appendage Regen
Amdusias (Heavy-type)	Type 6: KURENAI	Zero Fuel Use Absorb Fuel with Melee Double Crush (2x damage to appendages) Melee Weapon Attack Up
Inferno (Mid-type)	Type 7: HIBANA	Zero Fuel Use Appendage Regen Ranged Weapon Attack Up 2x Damage Reflect: Thermal
Urban (Heavy-type) US0860 Excavator US0830 Dozer	Type 8: KAMIKAZE	Zero Fuel Use Accuracy & Evasion Up Deal More Damage Reverse Damage
Ares	Type 9: LEGION	Zero Fuel Use Accuracy & Evasion Up Cooldown Boost Deal More Damage Appendage Regen

Extending Skell Overdrive



Once the Skell Overdrive timer expires, there's a chance for it to be reset so you can keep the pain going.

Set 1: 15 seconds, 100 percent chance to extend to Set 2, 30 percent chance of activating Cockpit Time with each Art used.

Set 2: 13 seconds, 100 percent chance to extend to Set 3, 20 percent chance of activating Cockpit Time with each Art used.

Set 3: 13 seconds, (50 + 20 per Cockpit Time activation) percent chance to extend to Set 4, 30 percent chance of activating Cockpit Time with each Art used.

Set 4: 13 seconds, (0 + 20 per Cockpit Time activation) percent chance to extend to Set 5, 20 percent chance of activating Cockpit Time with each Art used.

Set 5: 13 seconds, (0 + 20 per Cockpit Time activation) percent chance to extend to Set 6, 30 percent chance of activating Cockpit Time with each Art used.

Set 6: 13 seconds, 20 percent chance of activating Cockpit Time with each Art used.

Skell Overdrive can be extended up to five times—after six rounds, that's all she wrote.

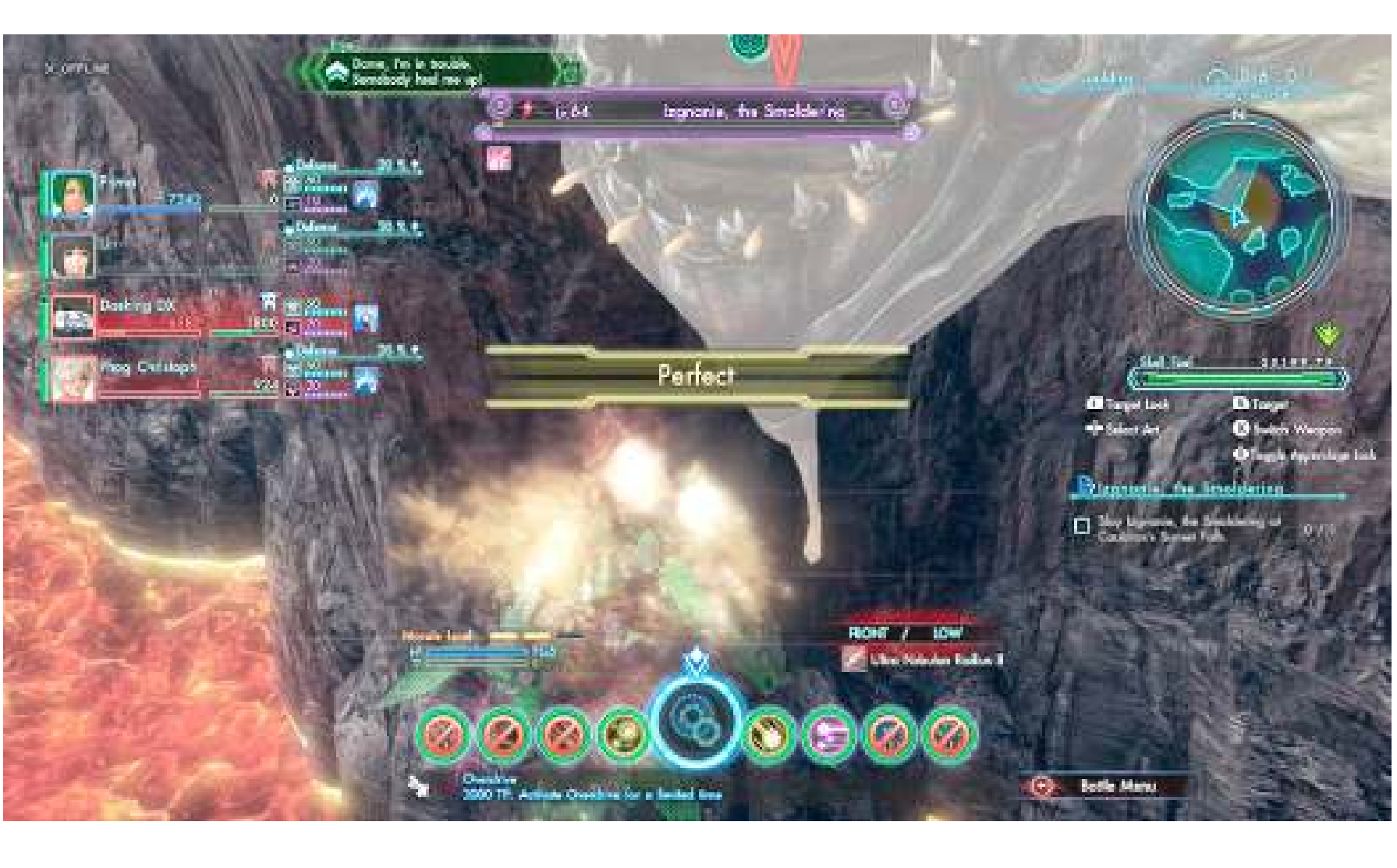
Skell Battle Damage

While Skell HP and fuel can be recovered using consumable items obtained as division rewards (see the Social section for details), they have other hazards to worry about.

Appendage Loss

If a Skell takes too much damage, it will lose appendages. A loss of an appendage means the loss of any weapons or arts attached to it, as well as a reduction in GP. It will be fixed once the battle ends, however.

Wrecking a Skell



If a Skell's frame HP drops to zero, it will be destroyed. Just before the fated explosion, however, a Soul Challenge will appear. Try to get a perfect rating for this Challenge! It decides what happens next.

Perfect Rating	You will evacuate the Skell safely, with no loss of HP. Meanwhile, your Skell will be towed in for repairs absolutely for free—no Skell insurance will be used. Finally, you'll automatically have secondary cooldown reached on all of your personal Arts, so you can come out swinging.
Good Rating	You will evacuate the Skell safely, with no loss of HP. However, you lose one unit of Skell insurance as a Skell repair fee.
Failed	You just barely make it out of the wreck alive, with 1 HP. You also lose two units of Skell insurance as a Skell repair fee.

Tatsu's Tips: Your Friends Have All the Luck

If a party member's Skell is destroyed, their evacuation will automatically receive a perfect rating, and the Skell will be repaired free of charge. This means that if you have a Skell that's running low on insurance or a powerful Skell that you don't want to risk using insurance on, you might be better off giving it to someone else rather than piloting it yourself. The choice is yours.

Skell Insurance

So you just wrecked your Skell! First off, don't fret, it happens to everyone. Second, you have three options from here:

Get a Perfect rating on the Soul Challenge that happens when your Skell explodes. If you do, there's nothing to do but to go to the Skell Garage and grab it back, free of charge.

If you're out of Skell insurance units, you can use a salvage ticket—one of the consumable items that are given out as division rewards. See the Social chapter for more info on this.

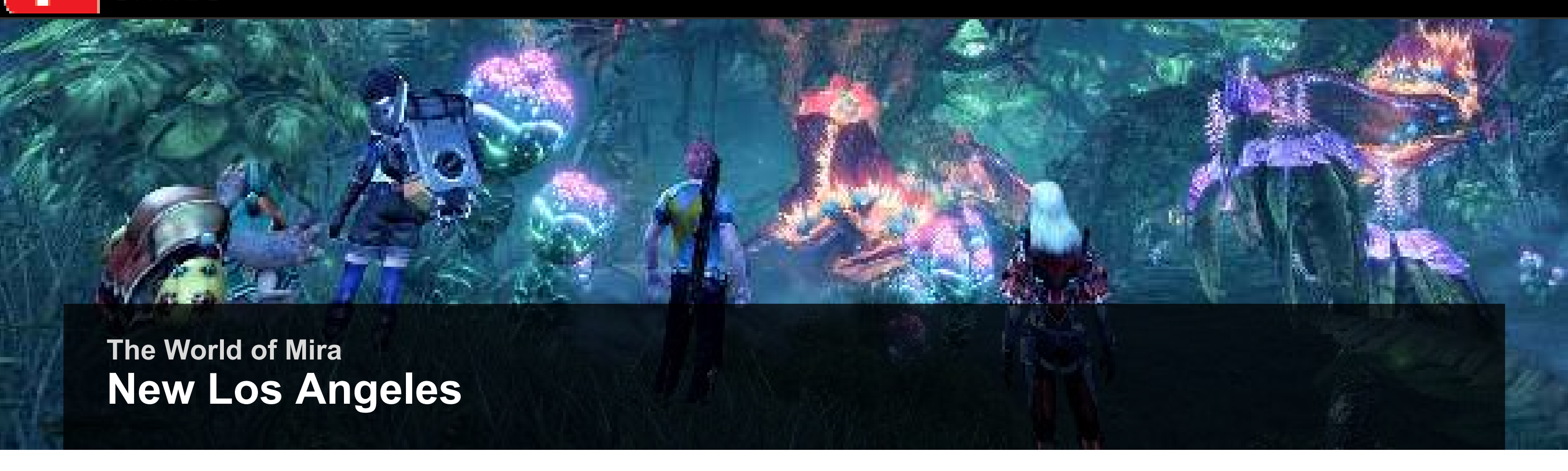
If you have no more insurance and no salvage tickets, then you can spend your own money to repair your Skell. Use this only as a last resort because the expenses for repairing a giant robot can come to 70 percent of the original cost of the Skell plus its equipment!

The World of Mira

Introduction

To risk a supreme understatement: Everything about Mira is big, from the lumbering megafauna that graze its seemingly endless plains to the unfathomably deep canyons that scar its surface. It should go without saying that much of it is deadly to boot. Because of this, one of BLADE's primary objectives in the planet's settlement is to map its surface and become acquainted with its hazards. You'll do a whole lot of exploring in the course of your adventures, and as you discover locations, exterminate hostile indigens, plant probes, and unearth treasures, BLADE's understanding of Mira will grow. This is all reflected in your survey rate.

Here we present some maps to give you a head start. While many mission objectives will give you handy navigation cues toward your objective, you'll frequently find yourself hunting monsters or collectibles with only the names of regions to go on. The info on these maps can give you a leg up on those!



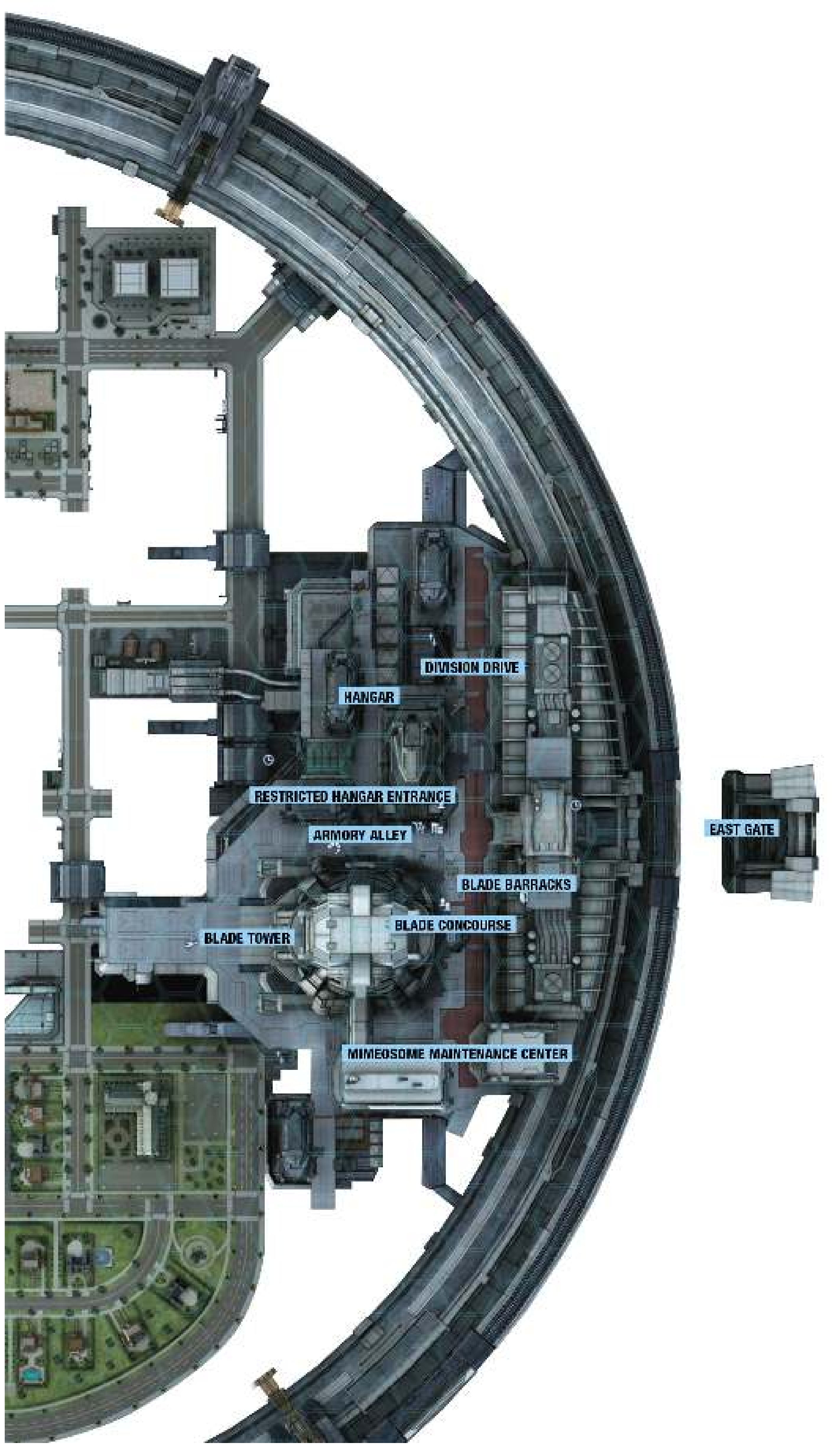
The World of Mira

New Los Angeles

New LA is humanity's beachhead on Mira, a spacecraft converted into a city with a few surprising recreations of the comforts of old Earth. New LA is a BLADE town through and through, and as you progress through the game, it becomes increasingly cosmopolitan. Humanity has a good thing going here; do your best to protect it.

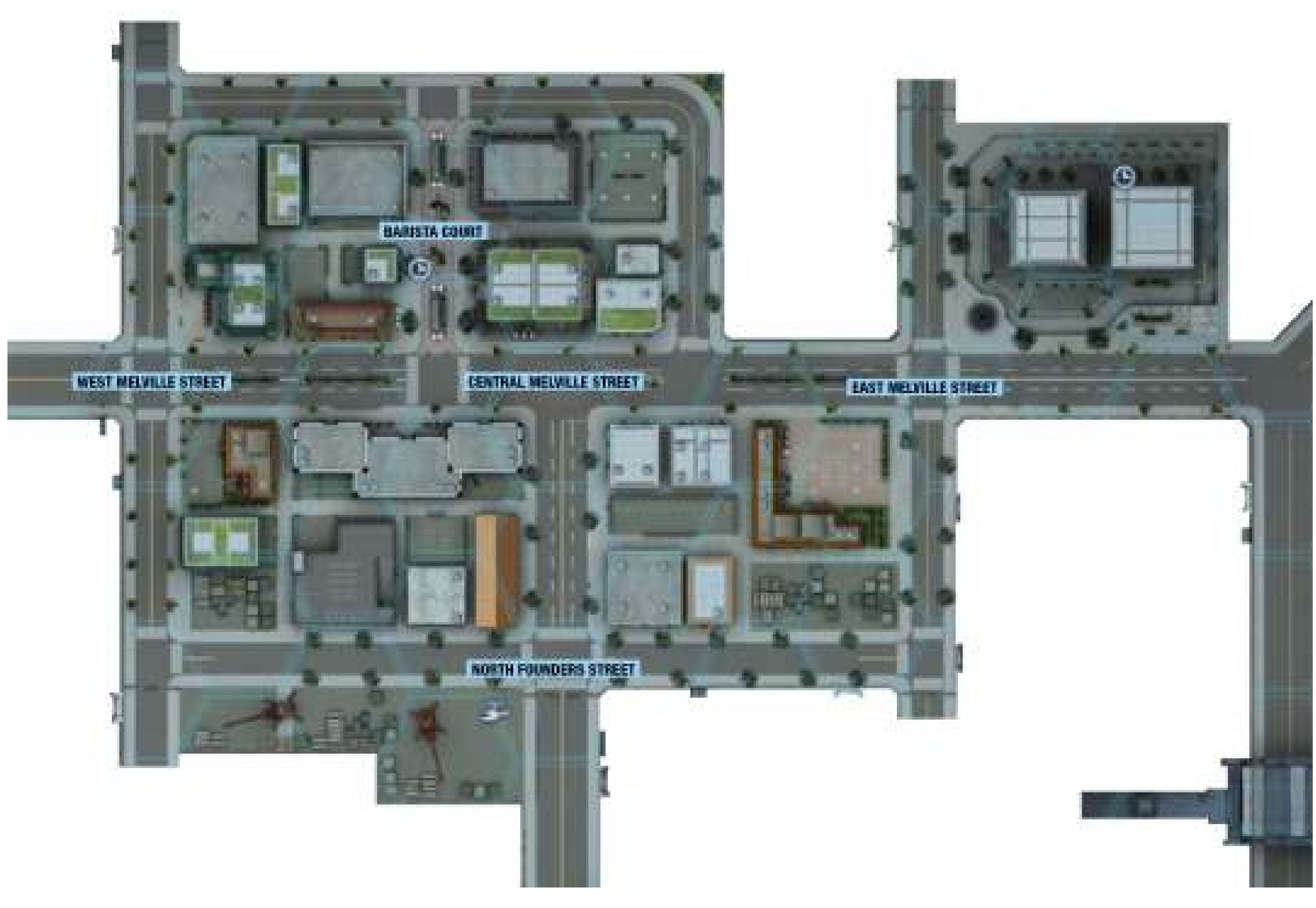
Administrative District

This is New LA's pulsing heart. BLADE Tower commands the skyline, projecting humanity's resilience onto this alien world. Here you'll find Division Drive, where the factions that make up BLADE muster and congregate. The Administrative District is where you'll likely spend most of your off time, be it shopping at Armory Alley, scouting jobs at Mission Control, or rustling up your troops around the local hangouts.


DIVISION DRIVE
HANGAR
RESTRICTED HANGAR ENTRANCE
ARMORY ALLEY
EAST GATE
BLADE BARRACKS
BLADE CONCOURSE
BLADE TOWER
MIMEOSOME MAINTENANCE CENTER

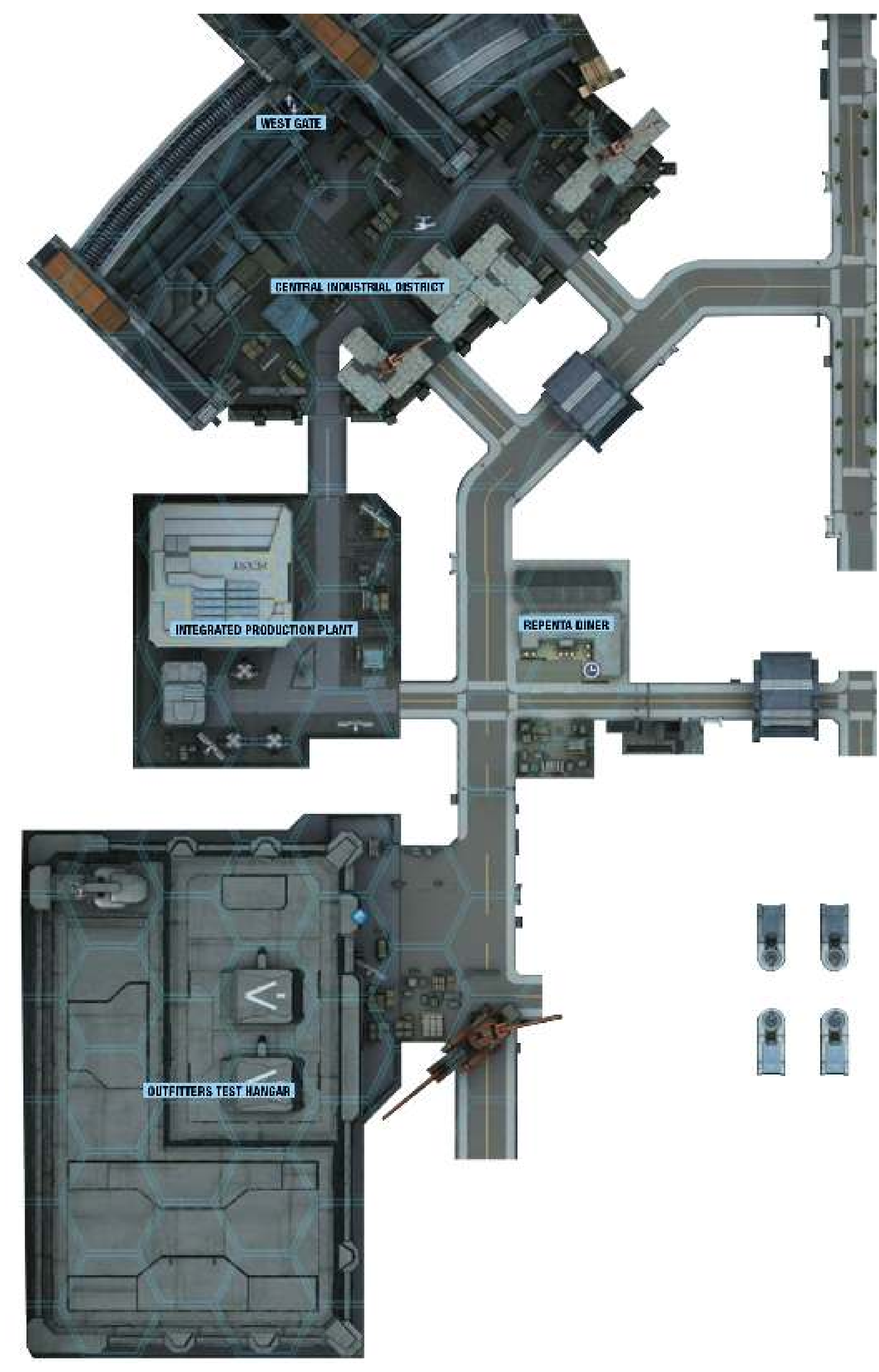
Commercial District

The Commercial District is a surprisingly sophisticated urban oasis amid New LA's otherwise Spartan environs. Its cafés, strip malls, and promenades provide a respite for weary BLADEs in their off time. As the city's population begins to diversify, various aliens find their footholds in New LA's commercial center, perhaps presaging its future as a multi-species metropolis.


BARISTA COURT
WEST MELVILLE STREET
CENTRAL MELVILLE STREET
EAST MELVILLE STREET
NORTH FOUNDERS STREET

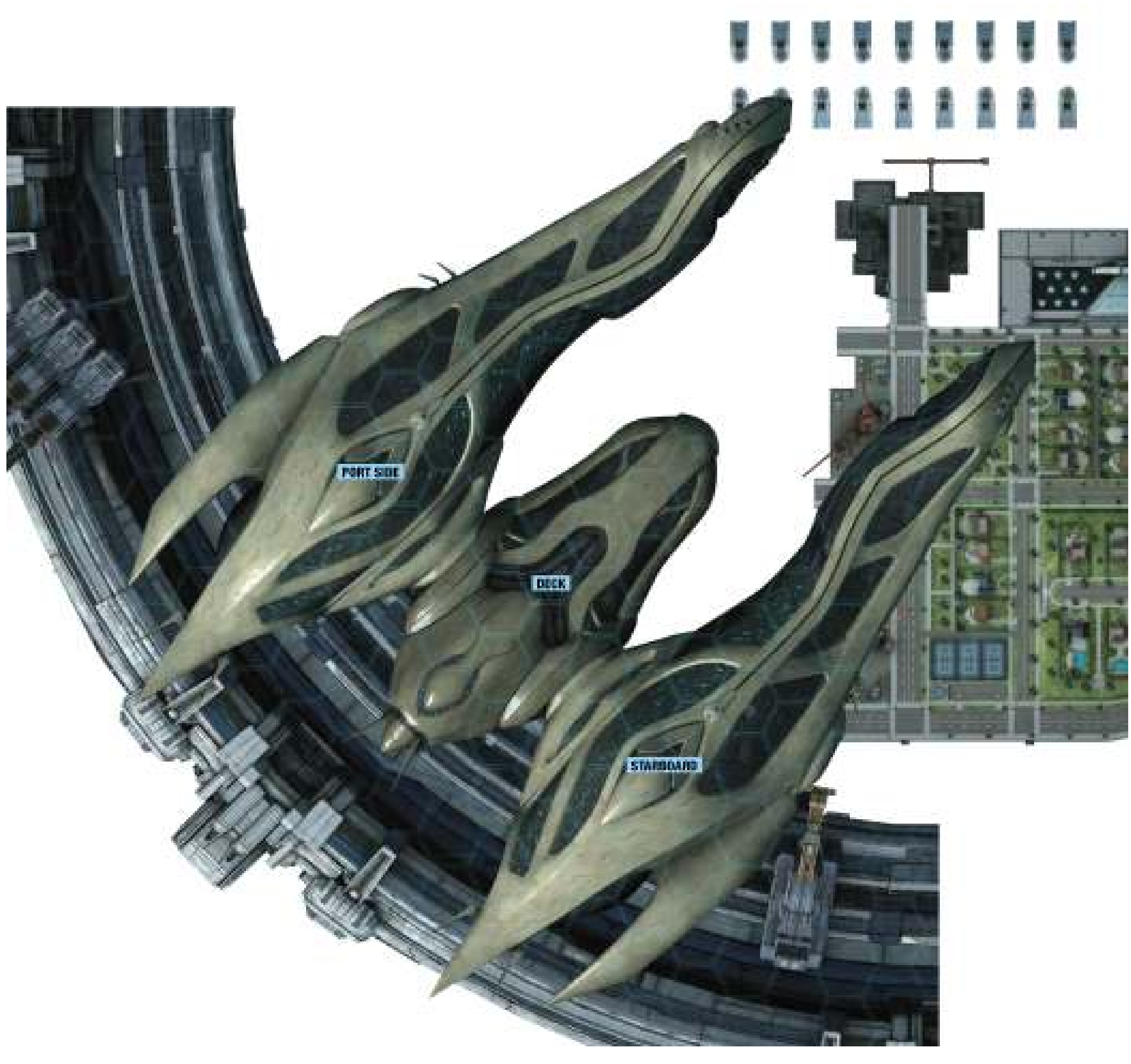
Industrial District

Here is where you'll find New LA's manufactories and hangars, and it's easy to get the feeling that the machines of heavy industry outnumber people. You'll have frequent business at the Outfitters Test Hangar, and you'll get to know the West Gate, one of the main thoroughfares leading out to the wilds of Primordia, quite well. Repenta Diner is also located in the district, and it's a known haunt for at least one notable BLADE operative.


WEST GATE
CENTRAL INDUSTRIAL DISTRICT
INTEGRATED PRODUCTION PLANT
REPENTA DINER
OUTFITTERS TEST HANGAR

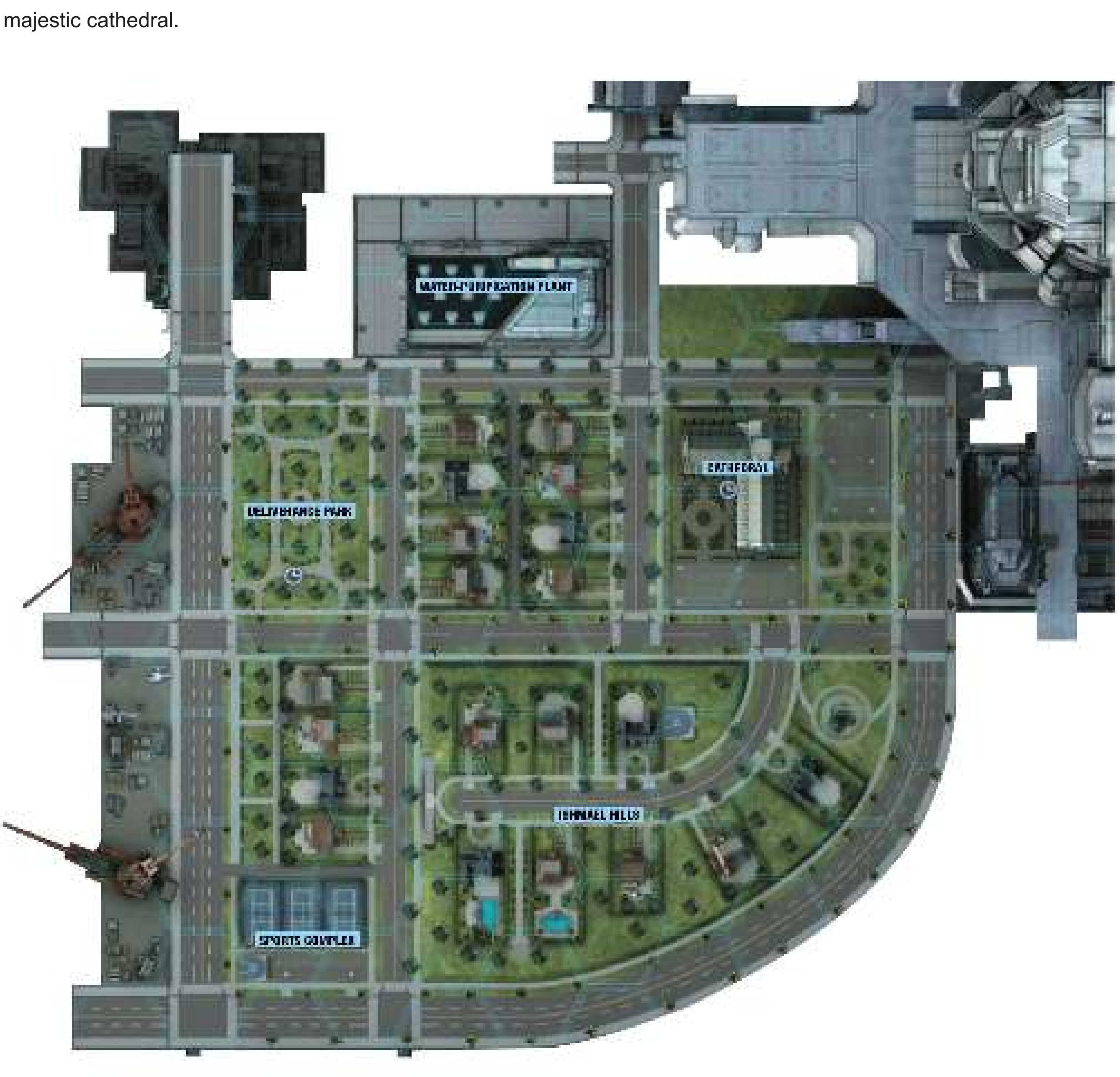
Ma-non Ship

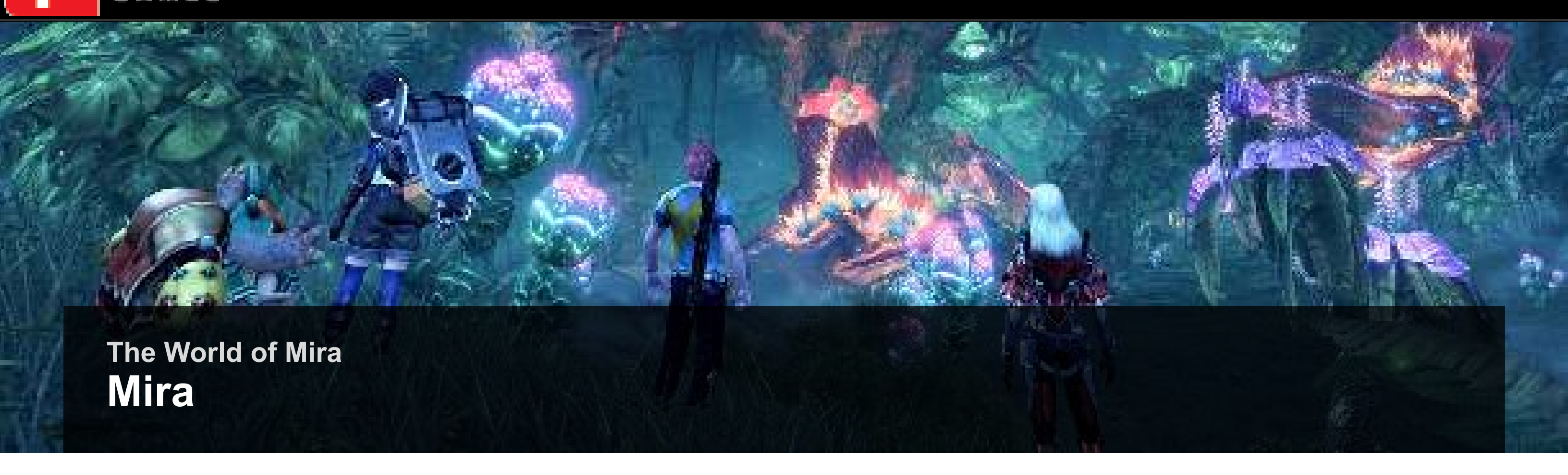
Once you make contact with this friendly alien species, they'll make themselves quite at home in New LA—by docking their ship in the sky right across from BLADE Tower after Chapter 5. The Ma-non are an enterprising people, and it doesn't take long for them to enmesh themselves in the city's commerce and industry. Expect to spend a lot of time scouring the ship's decks while wheeling and dealing with humanity's newest friends. Please note, the Port Side isn't accessible until you've completed "Prone Sweet Prone."


PORT SIDE
DECK
STARBOARD

Residential District

People have to live somewhere, right? It may as well be an idyllic suburban tract built right into a crashed colony ship. New LA's Residential District boasts many of the amenities of home, including tennis and basketball courts, a serene little park, and a majestic cathedral.


WATER PURIFICATION PLANT
CATHEDRAL
DELIVERANCE PARK
ISHMAEL HILLS
SPORTS COMPLEX



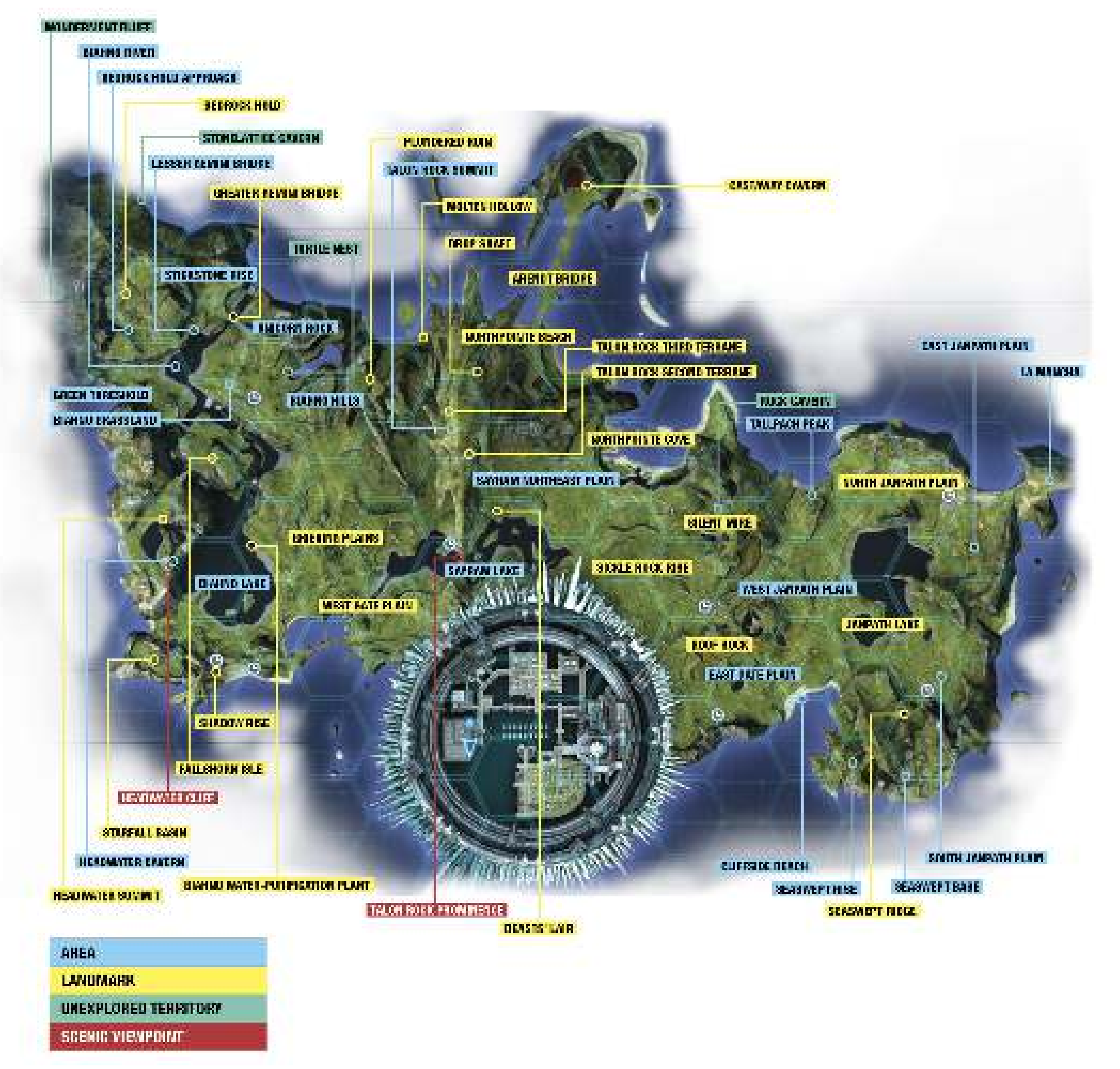
The World of Mira

Mira

Beyond New LA's walls lies a vast, alien world that's as beautiful as it is hazardous. You can—and will—spend countless hours exploring Mira's five continents, and each one has enough variety within it to sustain even the most dogged explorers. Some areas are pristine and untamed; others are aggressively peopled by hostile aliens bent on humanity's extinction. The constants are stunning beauty, danger, and riches.

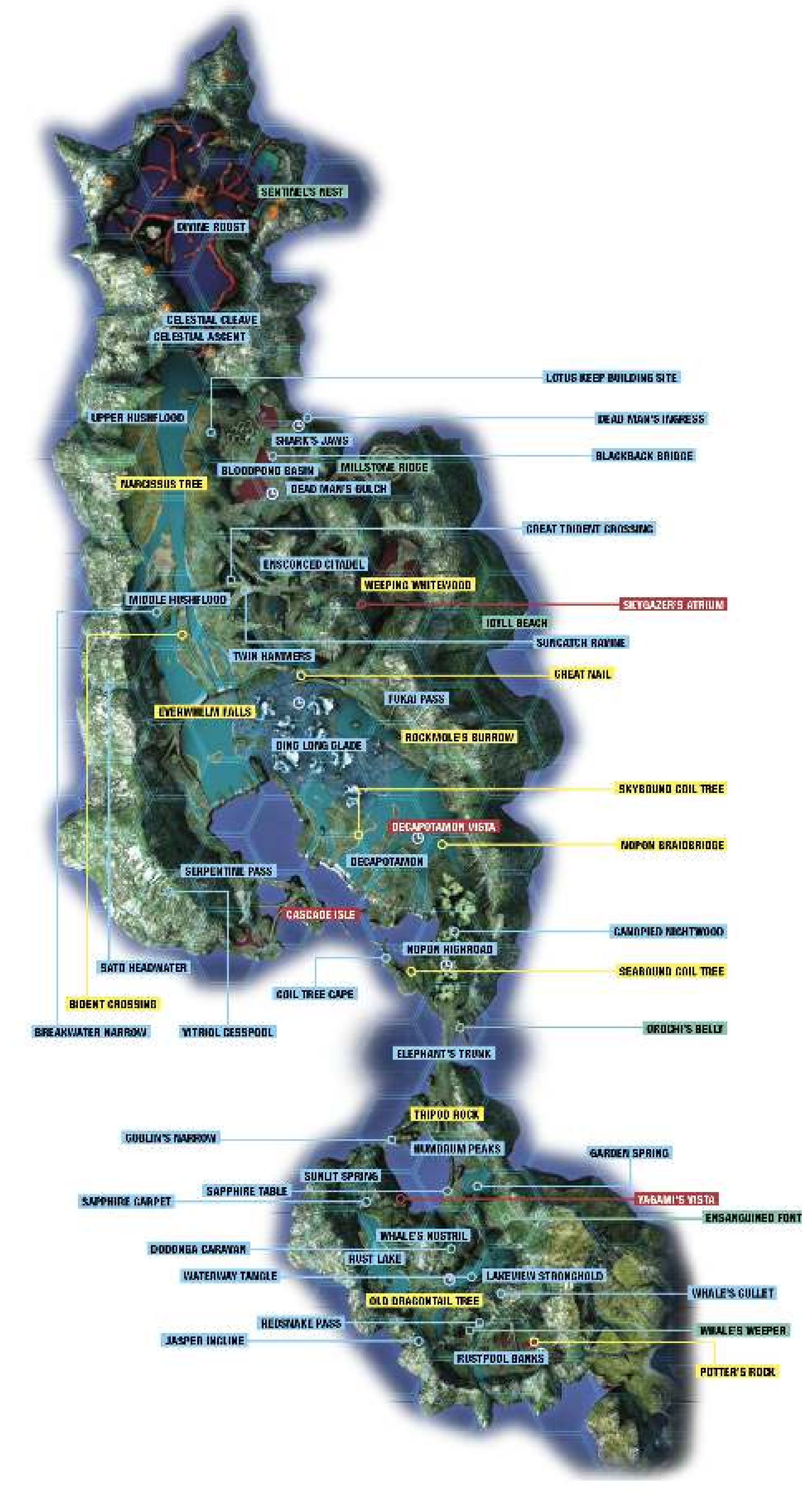
Primordia

Humanity's new home and, if you squint, the most Earth-like continent on Mira, Primordia's landscape is a veritable Eden. There are miles upon miles of pristine, sandy beaches (albeit with ferocious piscinoids patrolling the skies), stunning peaks in formations that feel like they defy gravity, and verdant grasslands dotted with unspoiled lakes. If it weren't for the city-block-sized indigens already living here, it would almost make leaving Earth behind feel like not so huge a deal. But no one said reestablishing the species was going to be easy.


AREA
LANDMARK
UNEXPLORED TERRITORY
SCENIC VIEWPOINT

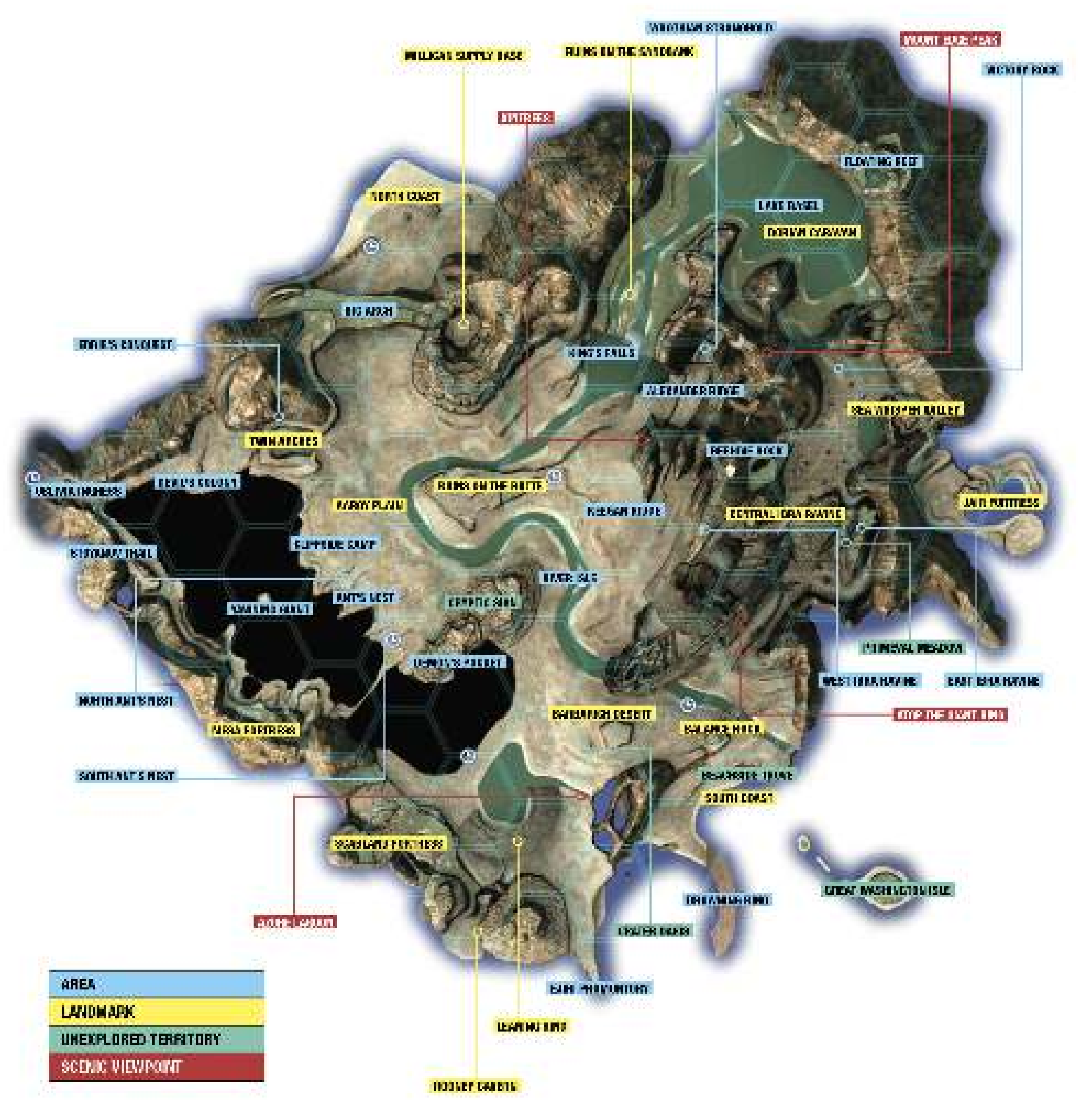
Noctilum

Northwest of humanity's foothold in Primordia is Noctilum, a lush forest continent that'll dazzle you with its beauty. It's all too easy to get lost in its canopied lowlands, and you can be sure that hiding beyond the gorgeous, titanic fungal growths are wild beasts all too eager to devour the unwitting adventurer. The Skybound Coil Tree stands out as an obvious landmark.


SENTINEL'S REST
DIVINE ROOST
WHALE'S NOSTRIL
DODONGA CARAVAN
RUST LAKE
WATERWAY TANGLE
LAKEVIEW STRONGHOLD
WHALE'S GULLET
OLD DRAGONTAIL TREE
REDSNAKE PASS
WHALE'S WEEPER
JASPER INCLINE
RUSTPOOL BANKS
POTTER'S ROCK

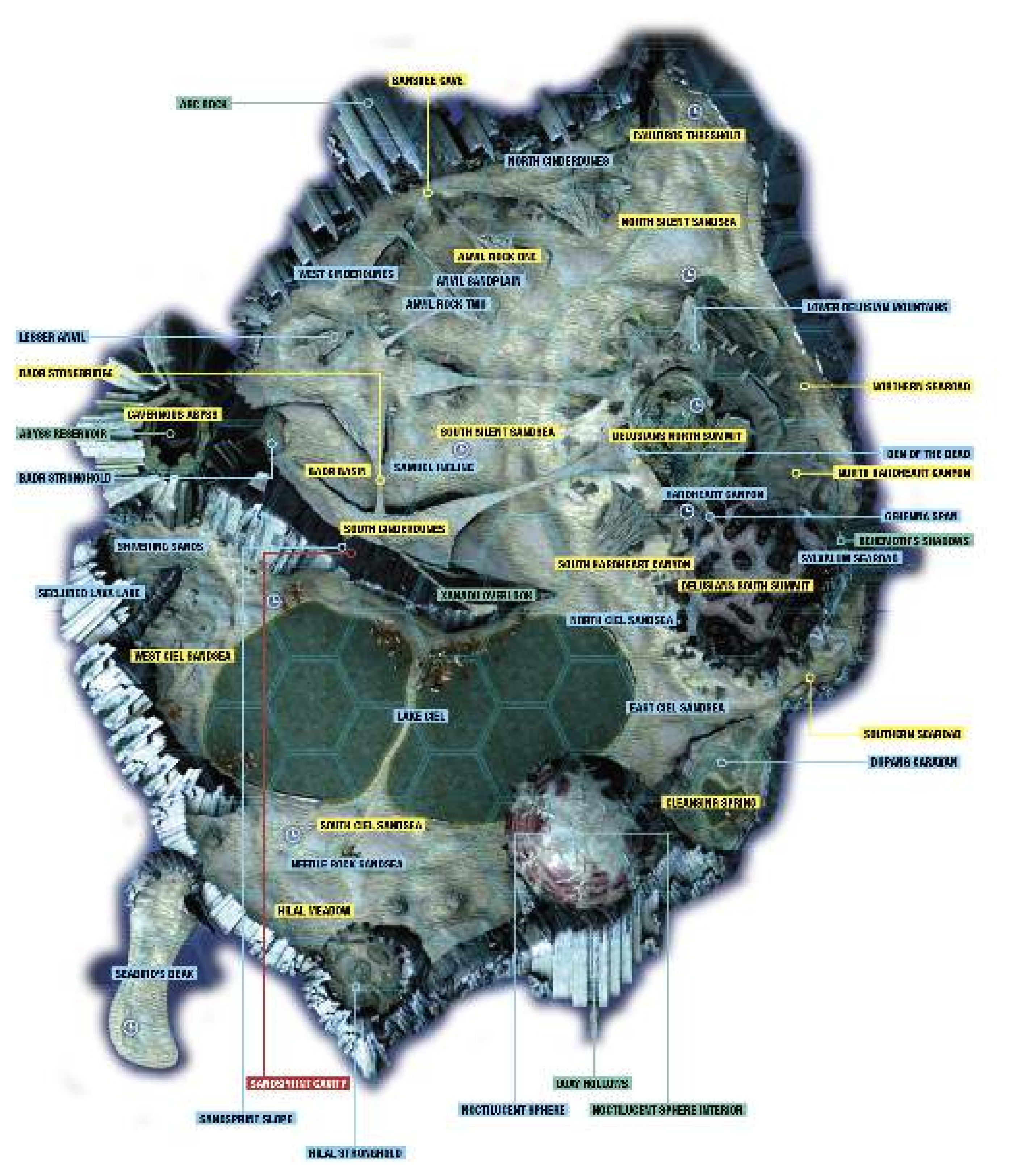
Oblivia

The badlands of Oblivia are dotted with signs of an altogether different past: As in Cauldros, it's clear that a sophisticated alien race once colonized this vast desert, though the giant structures they left behind are many times more mysterious. Still, they make for some gorgeous views. Scattered among the buttes and ravines are mighty carved rings, visible from the distance and ripe for exploring. You'll come here often on official BLADE work, but the treasure and rare collectibles ensure you'll spend quite a bit of off time here as well.


AREA
LANDMARK
UNEXPLORED TERRITORY
SCENIC VIEWPOINT

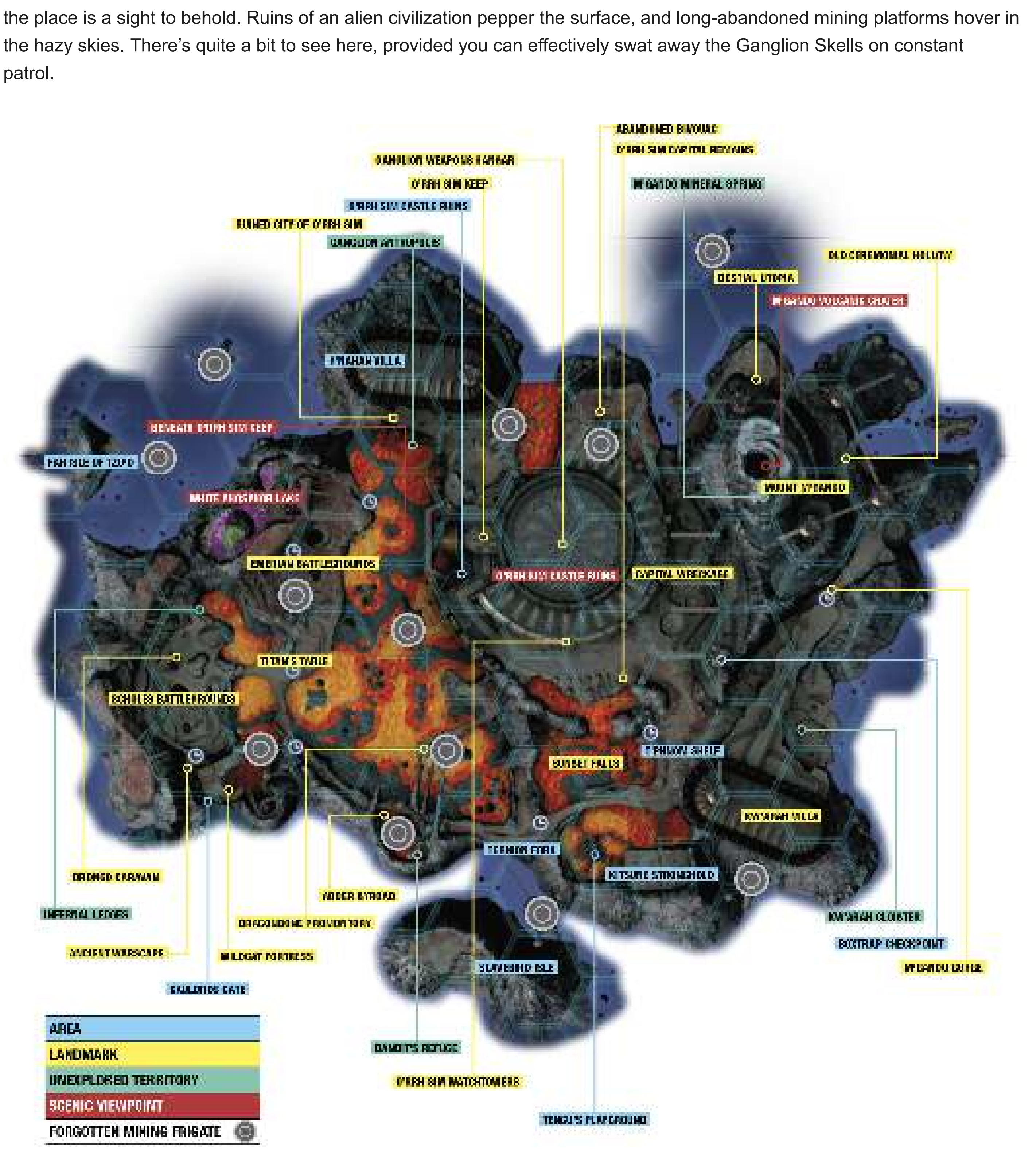
Sylvalum

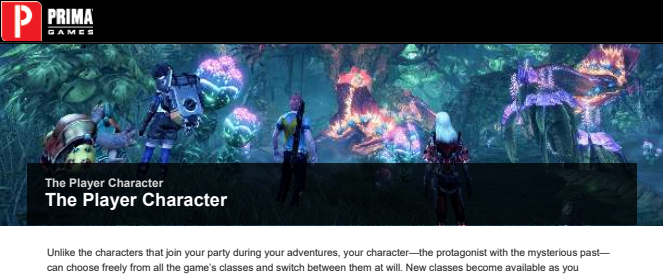
The second you set foot in Sylvalum, you are overcome with its overwhelming alienness. It is no less stunning for it, however. Its skies feel constantly alive with an otherworldly aurora, shrouded beneath an ever-present haze, and its natural jagged rock formations seem to have cropped out of the earth with malicious intent. Rambling among the weird phosphorescent plant life are some of the craziest-looking indigens on Mira. After spending some time in the place, it starts to make sense how these majestic monstrosities evolved in this odd landscape.


NORTH CINDERDUNES
WEST CINDERDUNES
LESSER ANVIL
NOCTILUCENT SPHERE
NOCTILUCENT SPHERE INTERIOR

Cauldros

Cauldros is likely to be the last continent you discover, and for good reason: It's lousy with Ganglion, the alien race bent on eradicating humanity, and they're quite high-level enemies to boot. Once you're strong enough to face the dangers, though, the place is a sight to behold. Ruins of an alien civilization pepper the surface, and long-abandoned mining platforms hover in the hazy skies. There's quite a bit to see here, provided you can effectively swat away the Ganglion Skells on constant patrol.

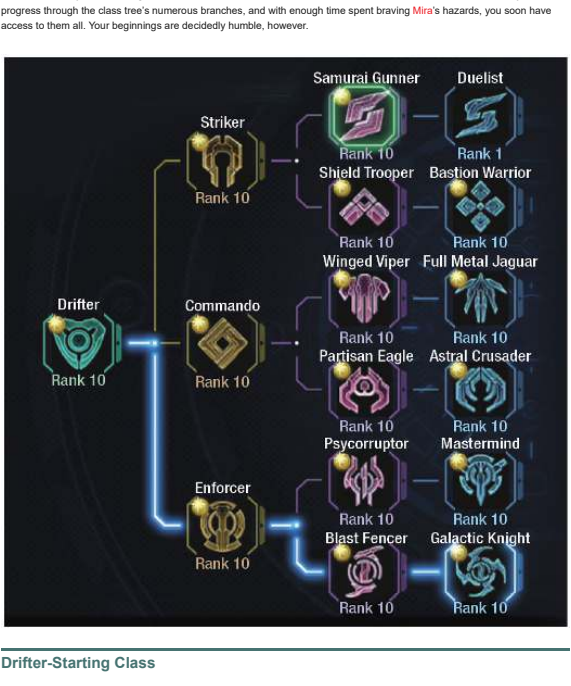

AREA
LANDMARK
UNEXPLORED TERRITORY
SCENIC VIEWPOINT
FORGOTTEN MINING FRIGATE



The Player Character

The Player Character

Unlike the characters that join your party during your adventures, your character—the protagonist with the mysterious past—can choose freely from all the game's classes and switch between them at will. New classes become available as you progress through the class tree's numerous branches, and with enough time spent braving Mira's hazards, you soon have access to them all. Your beginnings are decidedly humble, however.



Drifter-Starting Class

The class you start out with as a baby BLADE operative is nothing fancy. Its spread of Arts covers all the basics, but there are no stat bonuses or skill selections to push you in any particular direction. Once you reach rank 10, the possibilities broaden.

Standard Arms
Assault Rifle
Knife

Skill Slots: 5

ARTS

Flame Grenade	
Acquired Rank	1
Target	Single enemy
Description	Deals thermal damage, Inflicts Blaze, Boosts damage vs. Toppled targets.

Assault Hammer	
Acquired Rank	1
Target	Single enemy
Description	Deals physical damage, Inflicts Topple.

Chrome Armor	
Acquired Rank	2
Target	One ally
Description	Grants Physical Res Up.

Slit Edge	
Acquired Rank	4
Target	Single enemy
Description	Deals weapon damage, Boosts damage from the side.

Infuriate	
Acquired Rank	6
Target	Single enemy
Description	Inflicts Taunt to draw the target's attacks.

Recuperate	
Acquired Rank	8
Target	Self
Description	Requires TP, Boosts evasion, Continually restores HP.

Striker-Tier 1

The Striker is a solid choice for your new class once Drifter reaches rank 10. It favors melee engagement with bonuses to HP and melee attack power. Striker Arts and Skills lean toward durability in combat, holding enemies' attention, and dishing out damage.

Standard Arms
Assault Rifle
Longsword

Skill Slots: 1

ARTS

Rising Blade	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, Boosts damage when taunted.

Defensive Stance	
Acquired Rank	2
Target	Self
Description	Reduces damage taken, Continually restores HP, Reduces total melee attack.

Power Dive	
Acquired Rank	3
Target	Self
Description	Grants Supercharge, Grants total evasion during execution.

Tornado Blade	
Acquired Rank	4
Target	Nearby enemies
Description	Deals weapon damage, With an aura: boosts TP.

Furious Blast	
Acquired Rank	6
Target	Single enemy
Description	Deals weapon damage, Boosts damage in melee combos.

Magnum Edge	
Acquired Rank	8
Target	Enemies ahead
Description	Deals weapon damage, Inflicts Physical Res Down.

Skills

Steel Flesh	
Acquired Rank	2
Description	Boosts maximum HP.

Flame Trigger	
Acquired Rank	5
Description	Boosts Blaze damage.

Combat Presence	
Acquired Rank	9
Description	Extends Taunt effects.

Unwavering Courage	
Acquired Rank	2
Description	Boosts melee accuracy.

Mighty Muscle	
Acquired Rank	7
Description	Boosts melee attack.

Dismantler	
Acquired Rank	10
Description	Grants a chance of dealing more damage to appendages with melee Arts.

Samurai Gunner-Tier 2

Samurai Gunner is the logical next step up from Striker. The class doubles down on the stat bonuses to HP and melee attack, and it offers some hard-hitting area-of-effect Arts and debuffs, as well as clutch Skills.

Standard Arms
Assault Rifle
Longsword

Skill Slots: 2

ARTS

Offensive Stance	
Acquired Rank	1
Target	Self
Description	Requires TP, Boosts melee accuracy, Boosts total melee attack, Increases damage taken.

Burst Grenade	
Acquired Rank	1
Target	Enemy vicinity
Description	Requires TP, Deals thermal damage, Inflicts Blaze., Boosts damage vs. Toppled targets.

Decoy Round	
Acquired Rank	2
Target	Single enemy
Description	Inflicts Taunt, With morale: Boosts TP.

Flash Grenade	
Acquired Rank	3
Target	Enemy vicinity
Description	Deals electric damage, Inflicts Blackout.

Medic Free	
Acquired Rank	4
Target	Self
Description	Requires TP, Boosts debuff resistance, Auto-revives on incapacitation.

Assault Breaker	
Acquired Rank	6
Target	Single enemy
Description	Deals physical damage, From behind: Inflicts Stun.

Burning Slash	
Acquired Rank	8
Target	Enemies ahead
Description	Deals thermal damage, Inflicts Thermal Res Down.

Skills

CQC Master	
Acquired Rank	2
Description	Boosts critical chance when triggering a melee combo.

Auto Melee Boost	
Acquired Rank	3
Description	Boosts melee auto attack damage.

Iron Knuckle	
Acquired Rank	4
Description	Boosts physical damage.

Healing Aura	
Acquired Rank	5
Description	Recovers HP when you use an aura.

Weapon Guard	
Acquired Rank	6
Description	Boosts physical resistance when wielding a melee weapon.

Blazing Auto	
Acquired Rank	7
Description	Grants a chance of inflicting Blaze 1 when melee auto-attacking.

Theroid Slayer	
Acquired Rank	9
Description	Boosts damage to theroid enemies.

Yamato Spirit	
Acquired Rank	10
Description	Boosts TP when using a melee Art; bonus is doubled if you have an aura active.

Duelist-Tier 3

The Duelist is a Samurai Gunner who's wholly dedicated to the pursuit of offense, with explosive Arts and Skills geared toward boosting thermal damage and bolstering TP. Duelists enjoy bonuses to HP and melee attack.

Standard Arms
Assault Rifle
Longsword

Skill Slots: 3

ARTS

Incendiary Edge	
Acquired Rank	1
Target	Single enemy
Description	Requires TP, Deals thermal damage, Boosts damage in melee combos.

Gunforce	
Acquired Rank	2
Target	Self
Description	Requires TP, Boosts ranged attack, Boosts critical chance, Reduces secondary cooldown.

Takedown Shot	
Acquired Rank	4
Target	Single enemy
Description	Deals weapon damage, Inflicts Topple on mechanoids.

Samurai Soul	
Acquired Rank	6
Target	Self
Description	Requires TP, Adds area-of-effect to melee auto-attacks, Boosts auto-attacks upon taking damage, Reduces secondary cooldown.

Last Stand	
Acquired Rank	8
Target	Allies
Description	Requires TP, Boosts allies' TP.

Skills

Conflagrant Edge	
Acquired Rank	2
Description	Boosts thermal damage.

Aggro Boost	
Acquired Rank	3
Description	Boosts damage to Taunted enemies.

Fortified Flesh	
Acquired Rank	5
Description	Boosts maximum HP.

Grand Procession	
Acquired Rank	7
Description	Boosts entire party's TP when activating Overdrive.

Shield Trooper-Tier 2

Go into the Shield Trooper class if you're a Striker with a penchant for tanking. Your selection of Arts and Skills helps you hold an enemy's attention, batter them to keep them from harming your party, and bolster your own defenses.

Standard Arms
Gatling Gun
Shield

Skill Slots: 3

ARTS

Wild Down	
Acquired Rank	1
Target	Single enemy
Description	Requires TP, Deals weapon damage, Inflicts Topple.

Missile Volley	
Acquired Rank	1
Target	Enemies ahead
Description	Deals thermal damage, Inflicts Thermal Res Down.

Flame Cloak	
Acquired Rank	2
Target	Nearby allies
Description	Grants Thermal Res Up.

Iron Prison	
Acquired Rank	3
Target	Self
Description	Requires TP, Grants Physical Res Up, Enables proximity spike damage.

Wild Smash	
Acquired Rank	4
Target	Single enemy
Description	Deals weapon damage, Boosts damage vs. Toppled targets.

Trash Talk	
Acquired Rank	5
Target	Nearby enemies
Description	Inflicts Taunt, Boosts TP with morale.

Bullet Storm	
Acquired Rank	7
Target	Enemies ahead
Description	Deals weapon damage, Inflicts Flinch on humanoids.

Skills

Thermal Shield	
Acquired Rank	2
Description	Boosts thermal resistance when wielding a melee weapon.

Topple Topper	
Acquired Rank	3
Description	Reduces enemy Topple resistance.

Shield Screen	
Acquired Rank	4
Description	Reduces damage when wielding a shield.

Rising Renewal	
Acquired Rank	5
Description	Boosts HP recovery when revived.

Long Topple	
Acquired Rank	6
Description	Extends duration of Topple effects.

Trauma Tension	
Acquired Rank	8
Description	Grants a chance of receiving TP when taking damage.

Dirty Fighter	
Acquired Rank	9
Description	Boosts melee Art damage to enemies inflicted with Topple.

Stand Strong	
Acquired Rank	10
Description	Boosts resistance to Stagger, Topple, Knockback, and Launch when wielding a shield.

Bastion Warrior-Tier 3

Bastion Warriors are Shield Warriors that are even more indomitable. Your Arts keep you and your allies safe and boost a variety of attacks. Bastion Warriors enjoy huge buffs to HP and melee attack.

Standard Arms
Gatling Gun
Shield

Skill Slots: 4

ARTS

Hellfire	
Acquired Rank	1
Target	Enemies ahead
Description	Requires TP, Deals weapon damage, With an aura: Boosts damage.

Shield Wall	
Acquired Rank	2
Target	Nearby allies
Description	Grants Barrier.

Enhanced Stand	
Acquired Rank	2
Target	Self
Description	Requires TP, Boosts auto-attack damage, Continually restores HP.

Reality Rift	
Acquired Rank	3
Target	Enemies ahead
Description	Deals weapon damage, Inflicts Slow Arts.

Thermal Payload	
Acquired Rank	4
Target	Single enemy
Description	Requires TP, Deals thermal damage, Boosts damage vs. Toppled enemies.

Bombardier	
Acquired Rank	6
Target	Nearby enemies
Description	Deals thermal damage, Inflicts Blaze.

Cool Off	
Acquired Rank	7
Target	Self
Description	Removes debuffs, With an aura: Consumes aura to yield TP.

Supermind	
Acquired Rank	8
Target	Self
Description	Requires TP, Reflects physical attacks, Reduces damage taken, Nullifies Stun.

Skills

Machine Gunner	
Acquired Rank	2
Description	Boosts ranged damage when fighting two or more enemies.

Heatseeker	
Acquired Rank	5
Description	Boosts critical chance when attacking enemies inflicted with Blaze.

Double Spike	
Acquired Rank	9
Description	Boosts spike damage.

Double Reflect	
Acquired Rank	10
Description	Boosts reflect damage.

Commando-Tier 1

The Commando serves as a good introduction to positioning in combat, with Arts and Skills that benefit from precise maneuvering in battle. This class provides stat bonuses to melee accuracy, ranged accuracy, and evasion.

Standard Arms
Dual Guns
Dual Swords

Skill Slots: 2

ARTS

Back Slash	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, From behind: Boosts damage.

Early Bird	
Acquired Rank	1
Target	Self
Description	Requires TP, Raises Critical Power tier, Boosts critical chance, Boosts evasion.

Stream Edge	
Acquired Rank	2
Target	Single enemy
Description	Requires TP, Deals weapon damage, Boosts damage in ranged combos.

Sliding Slinger	
Acquired Rank	2
Target	Single enemy
Description	Deals weapon damage, From the side: Boosts TP.

Upper Hand	
Acquired Rank	4
Target	Self
Description	Grants Critical Power.

Shadowrunner	
Acquired Rank	6
Target	Self
Description	Requires TP, Boosts potential, From behind: Boosts damage and disables enemy detection.

Skills

Agile Gunslinger	
Acquired Rank	2
Description	Boosts evasion when wielding a ranged weapon.

Steady Hand	
Acquired Rank	3
Description	Boosts ranged accuracy.

Boosted Bullets	
Acquired Rank	4
Description	Boosts ranged attack.

Background Noise	
Acquired Rank	5
Description	Boosts damage when using melee Arts from behind.

Combo Gunner	
Acquired Rank	7
Description	Boosts damage when triggering ranged combos.

Third Eye	
Acquired Rank	8
Description	Boosts TP when using a ranged Art. Boost is doubled if you have an aura active.

Master Edge	
Acquired Rank	9
Description	Boosts critical chance when using a melee weapon.

Aura Burst	
Acquired Rank	10
Description	Extends duration of aura effects.

Winged Viper-Tier 2

The Winged Viper class is high risk, high reward, and rewards precise positioning on the battlefield. Its suite of Arts and Skills complements a fully ranked Commando's capabilities exceedingly well, as do the stat bonuses to melee accuracy, ranged accuracy, and evasion.

Standard Arms
Dual Guns
Dual Swords

Skill Slots: 3

ARTS

Side Slash	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, Inflicts Fatigue, From the side: Boosts damage.

Thirsty Edge	
Acquired Rank	2
Target	Self
Description	Requires TP, Restores HP when landing melee attacks.

Violent Streak	
Acquired Rank	3
Target	Nearby enemies
Description	Deals weapon damage, Boosts TP with criticals.

Blood Sacrifice	
Acquired Rank	4
Target	Self
Description	Halves current HP to boost TP by 1,000.

Killing Machine	
Acquired Rank	6
Target	Self
Description	Requires TP, Boosts melee accuracy, Boosts melee attack., Boosts potential.

Primer	
Acquired Rank	8
Target	Self
Description	Grants Critical Power, Boosts TP.

Skills

Deep Fang	
Acquired Rank	2
Description	Reduces enemy debuff resistances when attacking from the side.

Mortal Enemy	
Acquired Rank	3
Description	Boosts damage to humanoid enemies.

Trigger Happy	
Acquired Rank	5
Description	Reduces an Art's cooldown when triggering a ranged combo.

Lifeline	
Acquired Rank	7
Description	Recovers HP when your HP is at 50% or less and you use an aura.

Mindscape	
Acquired Rank	9
Description	Boosts maximum TP.

Hellhound	
Acquired Rank	10
Description	Extends Overdrive duration.

Full Metal Jaguar-Tier 3

If you've achieved a mastery of positioning as a Winged Viper, the Full Metal Jaguar path is your true calling, with Arts and Skills that greatly bolster that risky, demanding play style. Full Metal Jaguars get big bonuses to melee accuracy, ranged accuracy, and evasion.

Standard Arms
Dual Guns
Dual Swords

Skill Slots: 4

ARTS

Electric Surge	
Acquired Rank	1
Target	Enemies ahead
Description	Deals ether damage, Lower HP equals higher damage.

Ghostwalker	
Acquired Rank	2
Target	Self
Description	Grants Decoy.

Executioner	
Acquired Rank	4
Target	Single enemy
Description	Requires TP, Deals weapon damage, Boosts damage in ranged combos.

Combat Limbo	
Acquired Rank	6
Target	Self
Description	Grants Effect Stasis.

Hundred Shells	
Acquired Rank	8
Target	Single enemy
Description	Requires TP, Deals weapon damage, Boosts damage from behind.

Skills

Night Vision	
Acquired Rank	2
Description	Boosts damage during the nighttime.

Zero Lapse	
Acquired Rank	3
Description	Reduces cooldown for melee auto-attacks.

Red Zone	
Acquired Rank	5
Description	Boosts critical chance during Overdrive.

Crisis Catalyst	
Acquired Rank	7
Description	Boosts critical chance when HP is 50% or less. Effect doubles when HP is 25% or less.

Blood Carnival	
Acquired Rank	9
Description	Grants a chance of converting a percentage of damage dealt to HP when melee auto-attacking.

Phantom Counter	
Acquired Rank	10
Description	Boosts your Overdrive count when activating Overdrive.

Partisan Eagle

The Partisan Eagle class is for Commandos who want to focus on ranged attacks with high-powered sniper rifles. Go here if your idea of fun is debuffing enemies from a distance, enabling melee combos, and then charging in viciously with a javelin. Partisan Eagles enjoy big bonuses to ranged attack and ranged accuracy.

Standard Arms
Sniper Rifle
Javelin

Skill Slots: 3

ARTS

Arcing Horn	
Acquired Rank	1
Target	Single enemy
Description	Deals electric damage., Inflicts Electric Res Down, Boosts damage in melee combos.

Shrapnel	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, Boosts appendage damage.

Eagle Eye	
Acquired Rank	2
Target	Nearby allies
Description	Grants Ranged Accuracy Up, Grants Ranged Attack Up.

Raijin	
Acquired Rank	3
Target	Self
Description	Requires TP, Boosts critical change, Restores HP when using Arts, Reflects electric attacks.

First Down	
Acquired Rank	4
Target	Single enemy
Description	Deals weapon damage, Inflicts Topple on humanoids.

Spiral Horn	
Acquired Rank	6
Target	Enemies ahead
Description	Deals weapon damage, Inflicts Physical Res Down, Boosts damage in melee combos.

Intercept	
Acquired Rank	8
Target	Single enemy
Description	Deals weapon damage, Inflicts Stun.

Skills

Killshot	
Acquired Rank	2
Description	Boosts critical chance for ranged auto-attacks.

Electric Guard	
Acquired Rank	3
Description	Boosts electric resistance when wielding a melee weapon.

Electric Boost	
Acquired Rank	5
Description	Boosts electric damage.

Knock 'n' Shock	
Acquired Rank	7
Description	Grants a chance of inflicting Shock 1 when using melee Arts.

Fleet Feet	
Acquired Rank	9
Description	Boosts evasion when wielding a melee weapon.

Piscinoid Slayer	
Acquired Rank	10
Description	Boosts damage to piscinoid enemies.

Astral Crusader-Tier 3

Astral Crusader is the next step up for accomplished Partisan Eagles, able to inflict punishment from afar and keep themselves going with powerful buffs and auras. Astral Crusaders enjoy bonuses to ranged attack and accuracy.

Standard Arms
Sniper Rifle
Javelin

Skill Slots: 4

ARTS

Overwhelm	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, Inflicts Fatigue, Higher HP equals higher damage.

Hawkeye	
Acquired Rank	1
Target	Self
Description	Grants Critical Power.

Speed Demon	
Acquired Rank	2
Target	Self
Description	Required TP, Reduces cooldown when sprinting, Restores HP.

Sidewinder	
Acquired Rank	3
Target	Single enemy
Description	Deals weapon damage, Inflicts Debuff Res Down.

Hair Trigger	
Acquired Rank	4
Target	Self
Description	Grants Supercharge.

Ghost Sniper	
Acquired Rank	6
Target	Self
Description	Requires TP, Boosts critical chance, Boosts TP with criticals, Boosts ranged accuracy.

Trident Buster	
Acquired Rank	8
Target	Enemies ahead
Description	Requires TP, Deals electric damage, Inflicts Shock, Boosts damage in ranged combos.

Skills

Long Shot	
Acquired Rank	2
Description	Boosts ranged weapon range.

Unstoppable	
Acquired Rank	3
Description	Boosts resistance to Stagger, Topple, Knockback, and Launch when sprinting.

Quick Reload	
Acquired Rank	5
Description	Reduces cooldown for ranged auto-attacks.

Conductive Strike	
Acquired Rank	7
Description	Boosts electric damage to enemies inflicted with Shock.

Electric Flesh	
Acquired Rank	9
Description	Grants a chance of dealing electric spike damage when taking a hit.

TP Overdrive	
Acquired Rank	10
Description	Boosts TP when using an Art while in Overdrive.

Enforcer-Tier 1

Enforcers are all about supporting their allies and debuffing the opposition. If you're interested in manipulating the battlefield as you advance, start here.

Standard Arms
Raygun
Knife

Skill Slots: 2

ARTS

Beam Barrage	
Acquired Rank	1
Target	Enemies ahead
Description	Deals weapon damage, With an aura: Boosts damage.

Repair	
Acquired Rank	3
Target	One ally
Description	Removes debuffs, Restores HP.

Myopic Screen	
Acquired Rank	5
Target	Enemies ahead
Description	Deals weapon damage, Inflicts Blackout.

Full Specs	
Acquired Rank	7
Target	Self
Description	Requires TP, Boosts potential, Boosts ranged attack, Boosts ether resistance.

Skills

Inner Search	
Acquired Rank	2
Description	Boosts potential.

Beam Boost	
Acquired Rank	4
Description	Boosts beam damage.

Beam Guard	
Acquired Rank	6
Description	Boosts beam resistance when wielding a ranged weapon.

Buff Heal	
Acquired Rank	8
Description	Recovers HP when receiving a buff.

Healing Touch	
Acquired Rank	9
Description	Boosts the HP recovery of your party members when you revive.

High Tension	
Acquired Rank	10
Description	Boosts maximum TP.

Psycorruptor-Tier 2

If you're a grown-up Enforcer who wants to completely disable enemies or even wholly dominate them on the battlefield, go Psycorruptor. Debuffing is mightily effective in combat, and the path starts here. Enjoy the bonuses to ranged attack and potential.

Standard Arms
Raygun
Knife

Skill Slots: 3

ARTS

Screamer	
Acquired Rank	1
Target	Enemy vicinity
Description	Inflicts Sleep.

Subterfuge	
Acquired Rank	2
Target	Enemies ahead
Description	Inflicts Debuff Res Down.

Absorber Skin	
Acquired Rank	3
Target	One ally
Description	Grants Barrier.

Ether Blast	
Acquired Rank	5
Target	Enemies ahead
Description	Requires TP, Deals ether damage, With an aura: Boosts damage.

Brainjack	
Acquired Rank	7
Target	Single enemy
Description	Requires TP, Seizes control of the targeted enemy and turns it into an ally.

Skills

Beauty Sleep	
Acquired Rank	2
Description	Extends Sleep effects by 10 seconds.

Brain Wall	
Acquired Rank	3
Description	Boosts resistances to Sleep, Control, and Slow Arts when you have an aura active.

Gentle Approach	
Acquired Rank	4
Description	Grants a chance of not waking a sleeping enemy when auto-attacking.

King's Decree	
Acquired Rank	5
Description	Reduces enemy Control resistance and raises debuff tier by 1.

Extra Armor	
Acquired Rank	6
Description	Boosts Barrier's damage absorption rate.

Feather Touch	
Acquired Rank	8
Description	Grants a chance of not waking sleeping enemy when attacking with an Art.

Unpleasant Dream	
Acquired Rank	9
Description	Boosts damage to sleeping enemies.

Core Crusher	
Acquired Rank	10
Description	Negates appendage damage from your ether attacks but boosts primary damage.

Mastermind-Tier 3

Masterminds are fully realized Psycorruptors with access to the most powerful debuffs available. Advancing down this path improves your ranged attack and potential.

Standard Arms
Raygun
Knife

Skill Slots: 4

ARTS

Dispel	
Acquired Rank	1
Target	Single Enemy
Description	Requires TP, Deals ether damage, Randomly removes one buff from target.

Gravity Blast	
Acquired Rank	1
Target	Single enemy
Description	Deals gravity damage, Inflicts Topple.

Gravity Cloak	
Acquired Rank	2
Target	Nearby allies
Description	Grants Gravity Res Up.

Servant Sacrifice	
Acquired Rank	3
Target	Self
Description	Boosts HP and TP when controlling a target, Sometimes destroys the target.

Energy Source	
Acquired Rank	4
Target	One ally
Description	Requires TP, Boosts TP, Boosts potential.

Black Butterfly	
Acquired Rank	6
Target	Single enemy
Description	Deals ether damage, Inflicts Ether Res Down, Shortens aura effect time.

Pathogen Blast	
Acquired Rank	8
Target	Enemies ahead
Description	Inflicts Virus.

Skills

Ether Guard	
Acquired Rank	2
Description	Boosts ether resistance when wielding a ranged weapon.

Gravity Boost	
Acquired Rank	3
Description	Boosts gravity damage.

Well-Weathered	
Acquired Rank	4
Description	Boosts TP when taking weather damage.

Appendage Erosion	
Acquired Rank	5
Description	Boosts appendage damage for every debuff on the enemy.

Resistant Flesh	
Acquired Rank	6
Description	Boosts resistance to all debuffs.

Tactical Analyst	
Acquired Rank	7
Description	Reduces enemy debuff resistance when landing an attack.

King's Boon	
Acquired Rank	9
Description	Grants All Abilities Up to enemies under your Control.

Secondary Accelerator	
Acquired Rank	10
Description	Reduces secondary cooldowns.

Blast Fencer-Tier 2

If your Enforcer is dreaming of wielding energy weapons, pick Blast Fencer. You get access to mighty Psycho Launchers and Photon Sabers, as well as a spread of Arts and Skills that makes your enemies more vulnerable to them. Blast Fencer stat bonuses are to melee attack and ranged attack.

Standard Arms
Psycho Launchers
Photon Saber

Skill Slots: 3

ARTS

Starfall Blade	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, Boosts damage in melee combos.

Stellar Ray	
Acquired Rank	1
Target	Nearby enemies
Description	Deals weapon damage, Inflicts Beam Res Down, With an aura: Boosts damage.

Geolibrium	
Acquired Rank	2
Target	Self
Description	Requires TP: Boosts beam resistance, Continually restores HP, Nullifies terrain effects.

Lightning Cloak	
Acquired Rank	2
Target	Nearby allies
Description	Grants Electric Res Up.

Starfall Rondo	
Acquired Rank	3
Target	Single enemy
Description	Deals weapon damage, Boosts damage in melee combos.

Jetstream	
Acquired Rank	4
Target	Enemies ahead
Description	Deals ether damage, Inflicts Stun.

Astrolibrium	
Acquired Rank	6
Target	Self
Description	Requires TP, Reflects beam attacks, Boosts beam damage.

Shooting Star	
Acquired Rank	8
Target	Enemies ahead
Description	Deals electric damage, Inflicts Shock.

Skills

Ether Boost	
Acquired Rank	2
Description	Boosts ether damage.

Mechanoid Slayer	
Acquired Rank	3
Description	Boosts damage to mechanoid enemies.

Knight's Soul	
Acquired Rank	5
Description	Boosts maximum TP.

Aura Assault	
Acquired Rank	7
Description	Boosts melee attack and melee accuracy when you have an aura active.

Buff Extender	
Acquired Rank	9
Description	Extends buff effects.

Supreme Sword	
Acquired Rank	10
Description	Boosts damage when triggering melee combos.

Galactic Knight-Tier 3

Galactic Knights are advanced Blast Fencers with access to powerful Arts that bolster their allies and inflict massive pain on their enemies, with their most impressive abilities affecting large groups. This path improves melee and ranged attack.

Standard Arms
Psycho Launchers
Photon Saber

Skill Slots: 4

ARTS

Astral Heal	
Acquired Rank	1
Target	One ally
Description	Requires TP, Restores HP, Restores appendage HP when in a Skell.

Astral Protection	
Acquired Rank	1
Target	Self
Description	Requires TP, Boosts all attribute resistances, Restores HP when using Arts.

Starfall Blossom	
Acquired Rank	2
Target	Single enemy
Description	Deals weapon damage, From the front: Boosts TP.

Astral Purge	
Acquired Rank	3
Target	One ally
Description	Removes debuffs.

Novalibrium	
Acquired Rank	4
Target	Self
Description	Requires TP, Grants Supercharge upon taking damage, Enables counter spike damage.

Starlight Kick	
Acquired Rank	6
Target	Single enemy
Description	Requires TP, Deals gravity damage, Inflicts Topple.

Astral Horizon	
Acquired Rank	7
Target	Self
Description	Requires TP, Grants Astral Heal and Astral Purge to all allies, Expands area-of-effect attack range.

Galactic Cataclysm	
Acquired Rank	8
Target	Enemies ahead
Description	Requires TP, Deals beam damage, With an aura: Boosts damage.

Skills

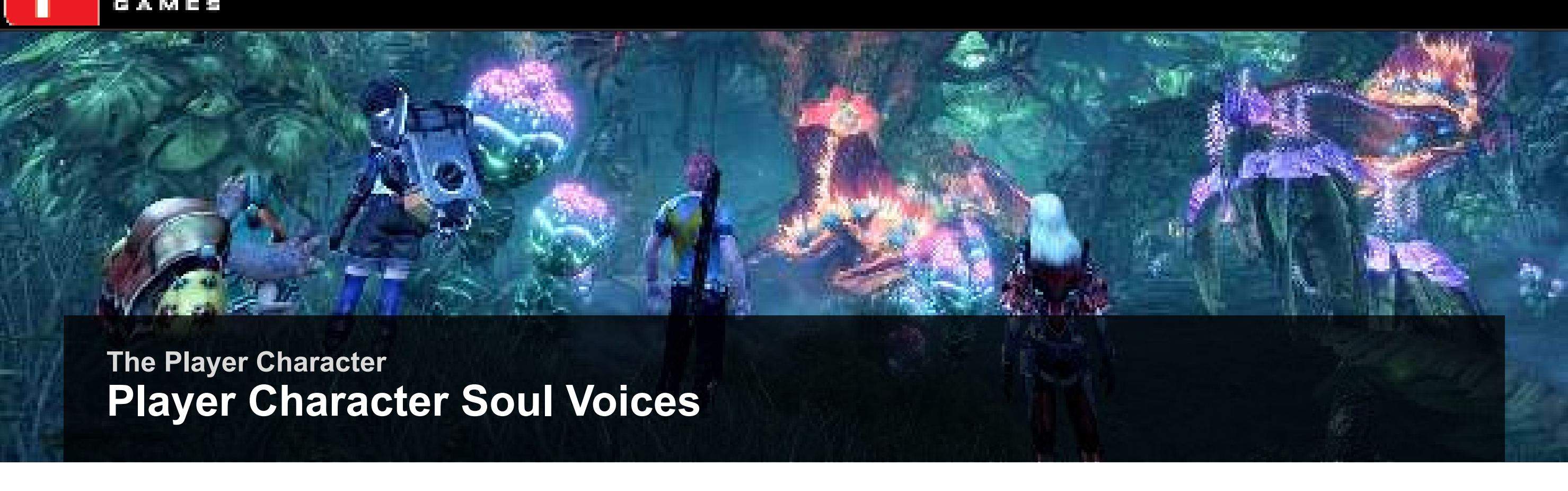
Gravity Guard	
Acquired Rank	2
Description	Boosts gravity resistance when wielding a ranged weapon.

Fast Forward	
Acquired Rank	5
Description	Reduces an Art's cooldown when triggering a melee combo.

Stellar Entry	
Acquired Rank	9
Description	Boosts GP when boarding your Skell while in Overdrive.

Synchrony	
Acquired Rank	10
Description	Boosts Skell melee attack, ranged attack, melee and ranged accuracy, potential, and evasion.

PRIMA GAMES



The Player Character

Player Character Soul Voices

Mira is fraught with hazards, in the form of hostile wildlife, mechanoids programmed to kill, and alien malefactors intent on wiping out humanity. As a BLADE operative, though, you're no slouch yourself. Pulling off clutch combos is key to overcoming the odds, which will often feel as if they're stacked against you. For the basics on combos, check out the Soul Voices and Soul Challenges section of the Primer.

Here is the list of Soul Voices you have at your disposal. As the story's protagonist, you can set specific effects for each combo trigger, so don't be afraid to go under the hood to tailor your voices to match what you're likely to encounter during your current objective. You also have four custom Soul Voice slots that can set with any available trigger, which makes it so you can guarantee tight synergies with your current squad. It's good to be the star, isn't it?

Each of your voice options comes with different dialogue for the Soul Voices. The following tables give you examples of these, but your own dialogue may vary.

Draw Melee	
Trigger: Character starts a battle by drawing a melee weapon.	
Dialogue A: "I'm in the zone! Let's close in and clean up!"	Effect: +100% damage.
Dialogue B: "They're open! Use melee attacks!"	Effect: Inflict Stagger I.
Dialogue C: "Let's move in and take 'em out! Who's with me?"	Effect: +200 TP per hit.

Opening Art	
Trigger: Character starts a battle by performing an Art.	
Dialogue A: "Melee attacks! Start off strong!"	Effect: +100% damage (+200% from behind).
Dialogue B: "Rapid fire! Don't let up!"	Effect: +100 TP per hit.
Dialogue C: "Your next move should be an aura!"	Effect: Reduce cooldown by 50%.

HP Peril	
Trigger: Character's HP falls below 30%.	
Dialogue A: "Not good… Patch me up!"	Effect: +100% to Soul Heals (rarely +300%).
Dialogue B: "I need healing! You can't afford to lose me!"	Effect: +25% to Soul Heals and gain Invincibility I.
Dialogue C: "Stay tough and we'll get through this."	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
Trigger: Character lands a critical hit on an enemy.	
Dialogue A: "Nice hit. Let's see another one!"	Effect: +50% damage.
Dialogue B: "Good! Now start shooting and don't stop!"	Effect: +25% critical chance and gain Critical Power I.
Dialogue C: "Take a break from attacking to weaken it!"	Effect: +1 tier to debuff Arts and bypass debuff resistances.

Underdog	
Trigger: Character halves the HP of a much larger enemy.	
Dialogue A: "I think we've worn it down. Keep shooting!"	Effect: +25% critical chance and gain Critical Power II.
Dialogue B: "Pile on the buffs so we can take down this giant!"	Effect: +1 tier to Buff Arts and gain Invincibility I.
Dialogue C: "This is pointless. We need Overdrive!"	Effect: +10 seconds to Overdrive time.

Aura Ready	
Trigger: Character activates an aura using an Art.	
Dialogue A: "Prepare your auras! Be ready for anything!"	Effect: +50% to Soul Heals and reduce cooldown by 20%.
Dialogue B: "Activate another aura!"	Effect: "+50% to Soul Heals and remove debuffs.
Dialogue C: "Boost morale with a buff!"	Effect: +250 TP to target (50% chance of +500 TP).

Draw Ranged	
Trigger: Character starts a battle by drawing a ranged weapon.	
Dialogue A: "Open fire and don't let up!"	Effect: +50% damage.
Dialogue B: "Come on and make some noise! Get buffed!"	Effect: +1 tier to buff Arts.
Dialogue C: "Weaken 'em up front and improvise from there!"	Effect: +1 tier to debuff Arts and bypass debuff resistances.

HP Risk	
Trigger: Character HP falls below 60%.	
Dialogue A: "We need to keep our wounds healed!"	Effect: +50% to Soul Heals.
Dialogue B: "It's just a scratch… Buff up and press on!"	Effect: +1 tier to buff Arts.
Dialogue C: "Buff up and get that adrenaline flowing!"	Effect: +250 TP to target (rarely: +500 TP).

Last Words	
Trigger: Character becomes incapacitated.	
Dialogue A: "You must avenge… Hit 'em with all you've got…"	Effect: +500 TP per hit.
Dialogue B: "Keep firing! Don't make me die for… nothing…"	Effect: +300 TP per hit.
Dialogue C: "Let me see your aura shine… before I go…"	Effect: Gain Invincibility III.

Dismemberer	
Trigger: Character attacks and destroys an enemy appendage.	
Dialogue A: "That's part of it! Now move in and shut 'em down!"	Effect: +150% damage (+400% from behind).
Dialogue B: "They're flustered… Knock them over with gunfire!"	Effect: Inflict Topple I.
Dialogue C: "Cripple them! Don't let this chance slip away!"	Effect: +2 tiers to debuff Arts and bypass debuff resistances.

Artful Execution	
Trigger: Character successfully uses an Art's special effect.	
Dialogue A: "Did that work? Then move in and strike!"	Effect: +50% damage (+100% from behind).
Dialogue B: "It worked! Now gun 'em down!"	Effect: +50% damage (+100% from the side).
Dialogue C: "Excellent! Now's our chance to weaken them!"	Effect: +1 tier to debuff Arts and bypass debuff resistances.

Activate Overdrive	
Trigger: Character activates Overdrive.	
Dialogue A: "Overdrive! Let's see some teamwork!"	Effect: +10 seconds to Overdrive time.
Dialogue B "Overdrive! On me!"	Effect: Removes debuffs and you gain Invincibility II.
Dialogue C "I'm using Overdrive! Let's see your best aura!"	Effect: +1 tier to auras and reduce cooldown by 50%.

Custom Soul Voices

Here's the list of custom Soul Voices that you have access to as the protagonist. You have four slots to work with, and each trigger has three different effects you can choose from. This adds up to a ton of flexibility, and you'll need it—some challenges you encounter on Mira are quite unrelenting!

Finishing Blow	
Trigger: Character delivers the finishing blow to an enemy.	
Dialogue A: "Don't wait for the next hostile. Bring the fight to them!	Effect: Reduce cooldown by +50%.
Dialogue B: "There's more! Attack at range until it's safe!"	Effect: Reduce cooldown by +50%.
Dialogue C: "Don't get cocky! Tighten up those defenses!"	Effect: +50% to Soul Heals (rarely: +1,000 TP).

Untouchable	
Trigger: Character evades three consecutive enemy attacks.	
Dialogue A: "They can't hit me! Try an aura now!"	Effect: Gain Decoy III.
Dialogue B: "I'm untouchable. Buff us up and help me out!"	Effect: Gain Evasion Up III.
Dialogue C: "They're confused. Attack at range—now!"	Effect: Inflict Shock I.

Critical Combination	
Trigger: Character lands three consecutive critical hits.	
Dialogue A: "I'm on fire now! Break out the melee attacks!"	Effect: +10% critical chance and gain Critical Power II.
Dialogue B: "Keep firing! Let's ride this out!"	Effect: +10% critical chance and gain Critical Power II.
Dialogue C: "Ha! This is your chance! Get up close and personal!"	Effect: +80% critical chance.

Wayward Weather	
Trigger: Character witnesses a change in weather during combat.	
Dialogue A: "Forget the weather. Buff up and fight on!"	Effect: Gain Weather Immunity I.
Dialogue B: "Use an aura to turn this weather to our advantage!"	Effect: Gain Weather Immunity II.
Dialogue C: "Should we weaken the enemy until this weather passes?"	Effect: +3 tiers to debuff Arts and bypass debuff resistances.

Sprinter	
Trigger: Character sprints for three or more seconds.	
Dialogue A: "Come on, keep up! Or do you need some help?"	Effect: Gain Terrain Immunity III.
Dialogue B: "I can hold this position. Just buff me up!"	Effect: Gain Invincibility I.
Dialogue C: "The enemy is confused! Use Overdrive now!"	Effect: Inflict Effect Stasis III.

Medicine Man	
Trigger: Character gets healed/buffed by a male ally.	
Dialogue A: "Nice timing. Now get back in there, soldier!"	Effect: +50% damage.
Dialogue B: "Wh-what are you doing? Keep shooting!"	Effect: Inflict Physical Res Down I.
Dialogue C: "Thanks. Now don't forget to use an aura!"	Effect: Gain Supercharge II.

Medicine Woman	
Trigger: Character gets healed/buffed by a female ally.	
Dialogue A: "Buff up. We need a clean slate!"	Effect: Removes debuffs (rarely: +500 TP).
Dialogue B: "Great. But we still need more power!"	Effect: Gain Critical Power IV.
Dialogue C: "Thanks! Don't forget to protect yourself with an aura!"	Effect: Reduce cooldown by 50% (rarely: 75%).

Daredevil	
Trigger: Character attacks with an Art while HP is below 30%.	
Dialogue A: "I'm still in this. Concentrate your melee attacks!"	Effect: +25% damage and +100 TP per hit.
Dialogue B: "This'll heal. Don't stop firing!"	Effect: +25% damage and +50 TP per hit.
Dialogue C: "Get yourself buffed up and charge back in there!"	Effect: +100% to Soul Heals.

Higher Ground	
Trigger: Character attacks an enemy from above.	
Dialogue A: "I have the high ground! Firing from above!"	Effect: +50% damage and +10% critical chance.
Dialogue B: "Keep firing from above and take control of this battle!"	Effect: +50 TP per hit and +10% critical chance.
Dialogue C: "Success! Take aim and keep shooting!"	Effect: Gain Critical Power I (rarely: +25% critical chance).

Toppler	
Trigger: Character inflicts Topple on an enemy.	
Dialogue A: "Down they go! Strike like the wind!"	Effect: +200% damage (+400% from behind).
Dialogue B: "Hoo-rah! Now pump 'em full of lead while they're down!"	Effect: +200% damage (+300% from the side).
Dialogue C: "Toppled! Now weaken 'em to seal the deal!"	Effect: +2 tiers to debuff Arts and bypass debuff resistances.

Stunner	
Trigger: Character inflicts Stun on an enemy.	
Dialogue A: "Sucks not being able to move, huh? Melee attacks!"	Effect: +25% damage and +100 TP per hit.
Dialogue B: "You won't miss now. Fire!"	Effect: +25% damage and +50 TP per hit.
Dialogue C: "Stunned 'em! Now weaken them even more!"	Effect: +1 tier to debuff Arts and bypass debuff resistances.

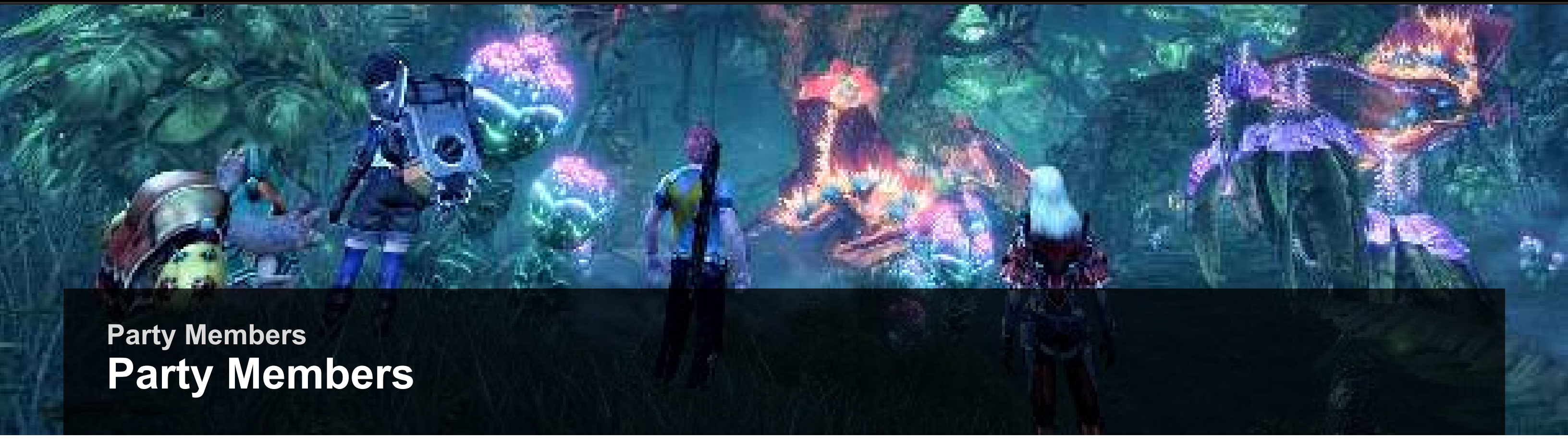
Sandman	
Trigger: Character inflicts Sleep on an enemy.	
Dialogue A: "They're asleep! Finish them with a melee attack!"	Effect: +100% damage.
Dialogue B: "Let's blow some holes in this dreamer!"	Effect: +100% damage.
Dialogue C: "The enemy's off guard! Now send 'em to hell!"	Effect: Inflict Blaze I.

Binder	
Trigger: Character uses a Skell to Bind an enemy.	
Dialogue A: "Caught 'em! Now hit 'em where it hurts!"	Effect: +150% damage (+200% from behind).
Dialogue B: "Don't worry about hitting me! Just shoot!"	Effect: +150% damage (+200% from the side).
Dialogue C: "Get in and hit this freak so it stops squirming!"	Effect: +1 second to Bind duration per hit.

Skell Crush	
Trigger: Appendage of character's Skell is destroyed.	
Dialogue A: "My Skell's slowing down! Recovery!"	Effect: Restore 30% appendage HP.
Dialogue B: "Move in and give them a taste of their own medicine!"	Effect: +400% appendage damage.
Dialogue C: "My Skell's a wreck, but we've still got plenty of ammo!"	Effect: +200% appendage damage.

Wrecked Skell	
Trigger: Character's Skell is destroyed and removed from combat.	
Dialogue A: "Heal up and stand your ground! It's not a total loss!"	Effect: +400% to Soul Heals and gain Invincibility II.
Dialogue B: "Buff me up! I've got a bone to pick with that freak!"	Effect: +3,000 TP.
Dialogue C: "If they want to push us, they'll get what's coming. Overdrive!"	Effect: Restore 50% appendage HP and full Art cooldown.

Running on Empty	
Trigger: Fuel of character's Skell falls below 30% in combat.	
Dialogue A: "Low fuel? Gimme a boost!"	Effect: Restore 15% fuel.
Dialogue B: "I need a re-up to ride this out!"	Effect: Restore 10% fuel and +1,000 GP.
Dialogue C: "We can't afford to lose this Skell! Gimme a fix!"	Effect: Restore 10% fuel and restore 10% appendage HP.

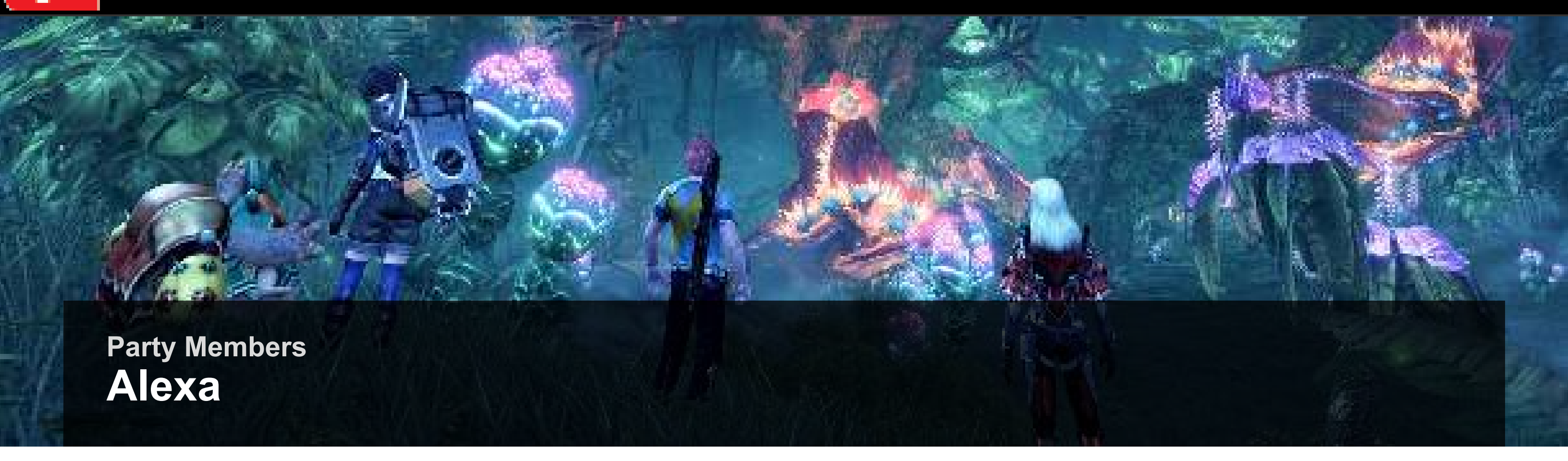


Party Members

Party Members

You amass quite the squad as you come into your own as a BLADE operative, comprising individuals from all walks of life, representing a multitude of species. Some you recruit as a matter of course as you play through the story missions. Others require that you advance far enough to unlock their unique affinity missions. One in particular demands that you jump through some serious hoops and explore a large portion of Mira.

Here are details on the brave BLADEs that serve alongside you. Each character has two signature Arts that you gain access to as you build your Affinity with them, so be sure to mix up your squad and build those battlefield bonds with as many party members as possible!



Party Members

Alexa

Class	Partisan Eagle+
Division	Outfitter
Usual Location	Industrial District
Recruitment Requirements	Complete "Weaponized" affinity mission.
Character Notes	Alexa's skill set is an interesting take on the Partisan Eagle, and she's a certified Skell-head. Both of her signature arts synergize with the giant robots, so don't overlook her when the mission calls for the big guns.

Signature Art 1

Overclock	
Acquired Rank	4
Target	Self
Description	Requires TP, Restores HP when using Arts, Boosts fuel recovery of parked Skells.

Signature Art 2

Maximum Voltage	
Acquired Rank	11
Target	Single enemy
Description	Requires TP, Deals weapon damage, Boosts damage after losing Skell.

Arts

Gunforce, Trident Buster, Flash Grenade, Raijin, Maximum Voltage, Hair Trigger, Medic Free, Assault Hammer, Decoy Round, Burst Grenade, Overwhelm, Overlock, Power Dive, Spiral Horn, Furious Blast, Arcing Horn

Skills

Steel Flesh, High Tension, Electric Boost, Quick Reload, Fortified Flesh, TP Overdrive, Stellar Entry, Synchrony

Soul Voices

Draw Melee	
"Now! Let's get in its face!"	Effect: +100% damage.

Opening Art	
"We can take 'em from behind! Use melee attacks."	Effect: +100% damage (+200% from behind).

HP Peril	
"I'm in bad shape…Someone fix me up!"	Effect: +25% to Soul Heals; gain Invincibility I.

Heavy Hitter	
"Now we're talking! Close in and strike!"	Effect: +50% damage.

Underdog	
"Guess what, tall stuff! Special delivery!"	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
"We can't just attack all the time. Use an aura!"	Effect: +50% to Soul Heroes; reduce cooldown by 20%.

Binder	
"Ha ha! Gotcha! Shoot 'em, hurry!"	Effect: +150% damage (+200% from behind).

Wrecked Skell	
"Your sacrifice won't be in vain, baby! Use your Overdrive!"	Effect: Restore 50% appendage HP; full Art cooldown.

Draw Ranged	
"Guns at the ready! Fire!"	Effect: +50% damage.

HP Risk	
"Man…I really need some heals."	Effect: +50% to Soul Heals.

Last Words	
"It's not over…Just one more hit…"	Effect: +500 TP per hit.

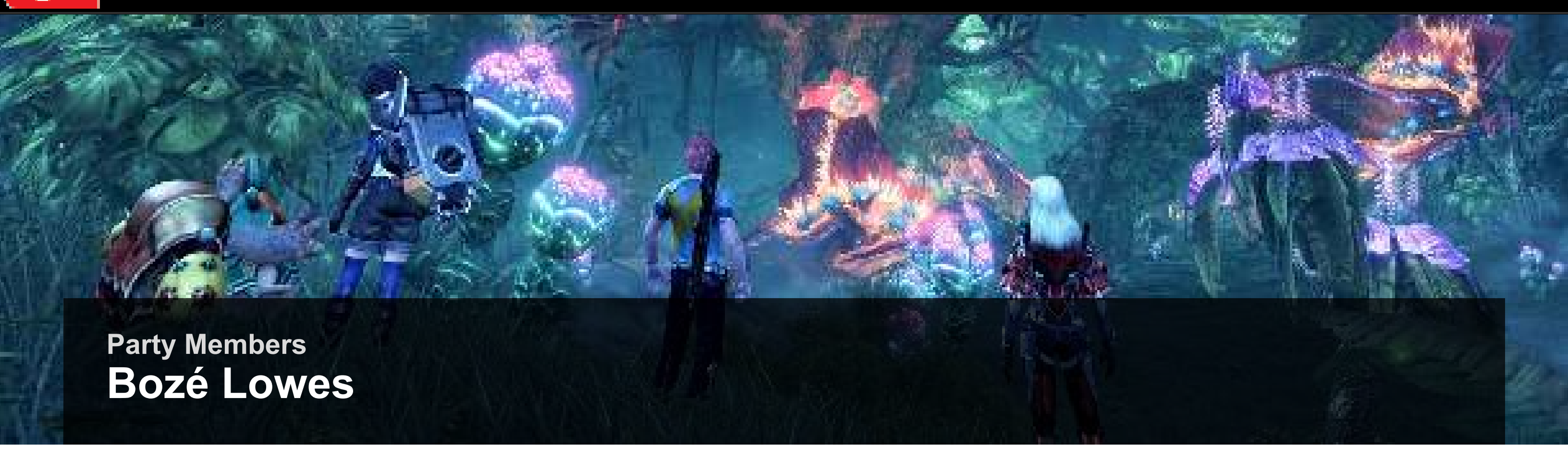
Dismemberer	
"Yes! Got it! Use melee attacks!"	Effect: +150% damage (+400% from behind).

Artful Execution	
"Get 'em! Let's take it in close!"	Effect: +50% damage (+100% from behind).

Activate Overdrive	
"Woo! Overdrive time! Follow me!"	Effect: +10 seconds to Overdrive time.

Skell Crush	
"Oh crap! Patch me up before this gets ugly!"	Effect: Restore 30% appendage HP.

Running on Empty	
"Crap, my fuel's low?! Can somebody give me a re-up?"	Effect: Restore 10% fuel; restore 10% appendage HP.



Bozé Lowes

Class	Partisan Eagle
Division	Harrier
Usual Location	Commercial District
Recruitment Requirements	Complete “Mad Monk” affinity mission.
Character Notes	The earnest and eccentric Bozé Lowes will do his best to take you under his wing as a spiritual mentor, befitting his history as Coalition military instructor. As an accomplished Partisan Eagle, he can more than back up the talk, though, with hard-hitting signature Arts that are meant to enable combos.

Signature Art 1

Vortex	
Acquired Rank	5
Target	Nearby enemies
Description	Deals electric damage, Inflicts Stun in melee combos.

Signature Art 2

Slayonet	
Acquired Rank	11
Target	Single enemy
Description	Deals weapon damage, Boosts damage in melee combos.

Arts

Intercept, Speed Demon, Hawkeye, Slayonet, Ghost Sniper, Sidewinder, Hair Trigger, Overwhelm, First Down, Vortex, Raijin, Eagle Eye, Arcing Horn, Shrapnel, Spiral Horn, Trident Buster

Skills

Master Edge, Killshot, Electric Guard, Electric Boost, Knock ’n’ Shock, Quick Reload, Conductive Strike, TP Overdrive

Soul Voices

Draw Melee	
“Swift action is rewarded! Strike now!”	Effect: +200 TP per hit.

Opening Art	
“OK, let’s stir things up. Open fire!”	Effect: +100 TP per hit.

HP Peril	
“Things are getting dire! Buff us up!”	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
“Yes! Attack at range!”	Effect: +25% critical chance; gain Critical Power I.

Underdog	
“Shoot it! It’s a big target, so don’t miss!”	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
“Let’s stack things in our favor with an aura!”	Effect: +50% to Soul Heals; removes debuffs.

Critical Combination	
“Fire! Finish what I started!”	Effect: +10% critical chance; gain Critical Power II.

Toppler	
“I toppled them. Finish ’em with gunfire!”	Effect: +200% damage (+300% from the side).

Draw Ranged	
“Let’s impair them as a little warm-up.”	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

HP Risk	
“Buff up and let’s put THEM in a corner!”	Effect: +1 tier to buff Arts.

Last Words	
“Leave me. Don’t stop firing…”	Effect: +300 TP per hit.

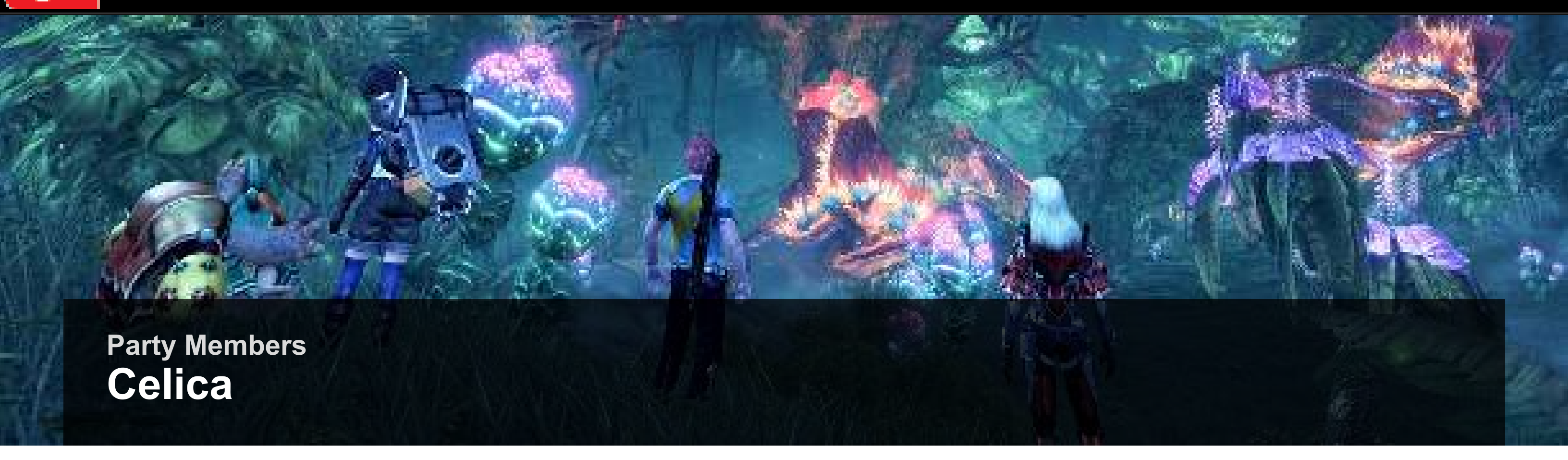
Dismemberer	
“Target destroyed! Now topple them with some gunfire!”	Effect: Inflicts Topple I.

Artful Execution	
“Their guard’s down! Attack at range!”	Effect: +50% damage (+100% from the side).

Activate Overdrive	
“Together! Overdrive!”	Effect: Removes debuffs; gain Invincibility II.

Higher Ground	
“I see a weak point! Blast it from range!”	Effect: +50 TP per hit; +10% critical chance.

Wrecked Skell	
“It’s not over. Turn this around with a buff!”	Effect: +3,000 TP.



Celica

Class	Psycorruptor+
Division	Prospector
Usual Location	Industrial District
Recruitment Requirements	Complete “New in New LA” affinity mission.
Character Notes	Though her companion, Rock, would appear to be the muscle in this duo, it’s Celica you want in a fight. In fact, she’ll move heaven and earth to prevent the big guy from getting his hands dirty. Luckily for you, she boasts an impressive take on the Psycorruptor kit, with some particularly nasty signature Arts, including one that immensely punishes debuffed targets.

Signature Art 1

Zero Zero	
Acquired Rank	10
Target	Single enemy
Description	Deals weapon damage, Boosts TP in melee combos.

Signature Art 2

Black Bane	
Acquired Rank	2
Target	Single enemy
Description	Deals ether damage, More debuffs on target equals higher damage.

Arts

Early Bird, Dispel, Violent Stream, Primer, Screamer, Full Specs, Black Bane, Sliding Stinger, Absorber Skin, Ghostwalker, Executioner, Combat Limbo, Repair, Energy Source, Black Butterfly, Zero Zero

Skills

Steady Hand, Inner Search, Aura Burst, Fleet Feet, Gentle Approach, Mindscape, Feather Touch, Red Zone

Soul Voices

Draw Melee	
“If we truly must fight, then I suggest melee attacks!”	Effect: Inflicts Stagger I.

Opening Art	
“I have an idea. Ready your auras!”	Reduces cooldown by 50%. Effect:

HP Peril	
“Buff up! We mustn’t lose!”	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
“It worked! Attack at range!”	Effect: +25% critical chance; gain Critical Power I.

Underdog	
“It’s massive. Use your Overdrive!”	Effect: +10 seconds to Overdrive time.

Aura Ready	
“Ready! Fire us up with a buff!”	Effect: +250 TP (50% chance of +500 TP).

Wayward Weather	
“Prepare your auras! This planet’s weather is dangerous!”	Effect: Gain Weather Immunity II.

Sandman	
“I put them to sleep. They’ll wake up if you hit them.”	Effect: Inflicts Blaze I.

Draw Ranged	
“We need strength to see this through. Lend us power!”	Effect: +1 tier to buff Arts.

HP Risk	
“It’s no use…Can we buff up and regroup?”	Effect: +1 tier to buff Arts.

Last Words	
“Be careful…You need an aura.”	Effect: Gain Invincibility III.

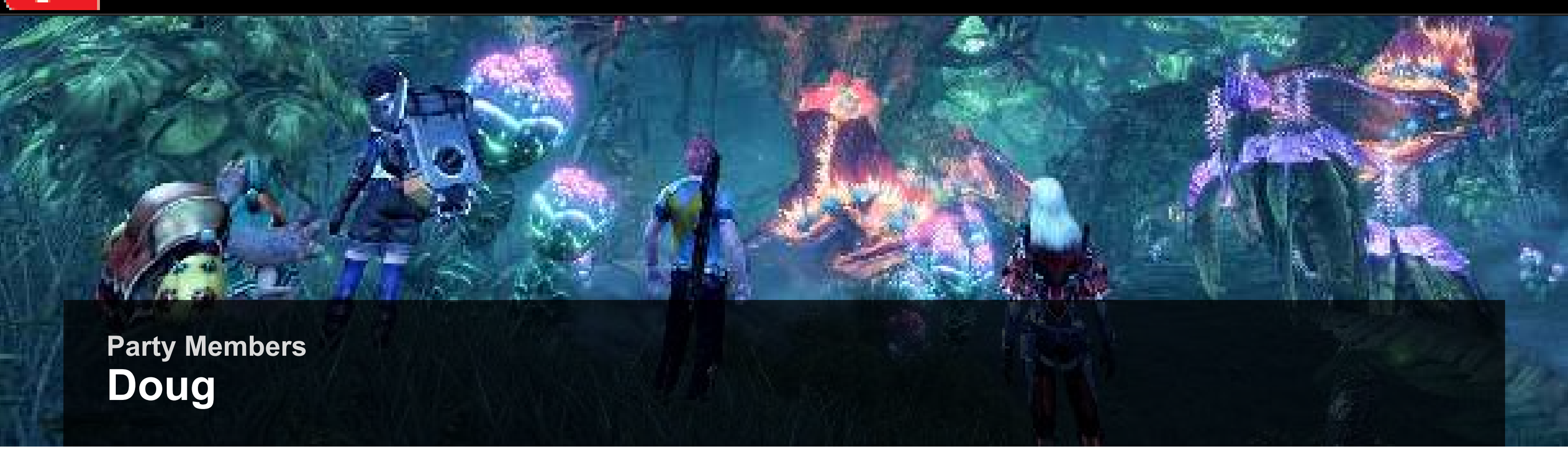
Dismemberer	
“Open fire! We can topple them!”	Effect: Inflicts Topple I.

Artful Execution	
“Success! Try attacking at range!”	Effect: +50% damage (+100% from the side).

Activate Overdrive	
“I mustn’t keep running. Activating Overdrive!”	Effect: Effect: Removes debuffs; gain Invincibility II.

Binder	
“I’ll hold them! Take aim!”	Effect: +150% damage (+200% from the side).

Medicine Woman	
“Thank you! You need an aura!”	Effect: Reduces cooldown by 50% (rarely 75%).



Doug

Class	Blast Fencer+
Division	Harrier
Usual Location	Administrative District
Recruitment Requirements	Complete Chapter 3.
Character Notes	Doug is a tough Skell-jock who can play multiple roles in the battlefield, equally comfortable going in laser-sword-first as he is dropping big heals and debuffs. This is evident in his signature Arts, which dish out pain and make enemies more vulnerable to specific types of attack.

Signature Art 1

Starlight Duster	
Acquired Rank	5
Target	Single enemy
Description	Requires TP, Deals weapon damage, Inflicts Gravity Res Down, Boosts damage in melee combos.

Signature Art 2

Phenomenon	
Acquired Rank	13
Target	Enemies ahead
Description	Deals ether damage, Inflicts Ether Res Down.

Arts

Astral Heal, Novalibrium, Ether Blast, Astral Purge, Starlight Duster, Myopic Screen, Geolibrium, Starfall Rondo, Beam Barrage, Starfall Blade, Subterfuge, Gravity Blast, Pathogen Blast, Phenomenon, Astral Heal

Skills

Inner Search, Beam Boost, High Tension, Mechanoid Slayer, Knight's Soul, Aura Assault, Supreme Sword, Stellar Entry

Soul Voices

Draw Melee	
"Ready? Fire up those melee attacks!"	Effect: +200 TP per hit.

Opening Art	
"Here we go. Get those auras ready!"	Effect: Reduces cooldown by 50%.

HP Peril	
"I'm in trouble! Heal me!"	Effect: +100% to Soul Heals (rarely +300%).

Heavy Hitter	
"That felt good! Now's your chance to weaken them."	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Underdog	
"You're a tough one, aren't ya? A little Overdrive should do the trick!"	Effect: +10 seconds to Overdrive time.

Aura Ready	
"I love a good aura. Don't you love a good aura?"	Effect: +50% to Soul Heals; removes debuffs.

Finishing Blow	
"Stay focused. Take a moment to recover!"	Effect: +50% to Soul Heals (rarely +1,000 TP).

Skell Crush	
"Dammit, Lin's gonna give me hell. Close in and make this right!"	Effect: +400% appendage damage.

Draw Ranged	
"Everyone knows you weaken your opponent first."	Effect: +1 tier to debuff Arts; bypass debuff resistances.

HP Risk	
"Hey, send some heals this way!"	Effect: +50% to Soul Heals.

Last Words	
"Use an aura…You need to stay…safe."	Effect: Gain Invincibility II.

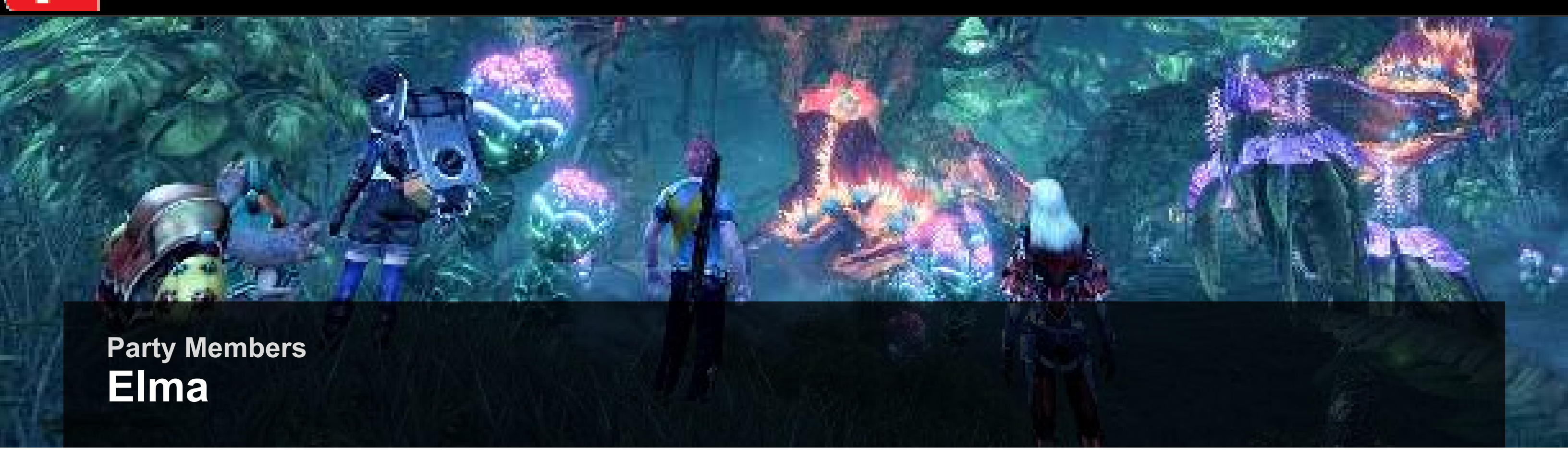
Dismember	
"Bust an appendage, then cripple 'em further! That's Harrier style!"	Effect: +2 tiers to debuff Arts; bypass debuff resistances.

Artful Execution	
"Got 'em! Attack at range and let's clean up!"	Effect: +50% damage (+100% from the side).

Activate Overdrive	
"I'm taking point! Kick into Overdrive!"	Effect: Removes debuffs; gain Invincibility II.

Critical Combination	
"I'm landing some meaty hits here! Move in!"	Effect: +80% critical chance.

Wrecked Skell	
"Ugh, what am I DOING? Fix me up so I can get back in this!"	Effect: +3,000 TP.



Elma

Class	Full Metal Jaguar
Division	Reclaimers
Usual Location	BLADE Barracks
Recruitment Requirements	Available at start of game.
Character Notes	The stalwart Elma is your constant companion during the game's pivotal moments, a venerated BLADE leader with a long history of service on Earth. She's also an archetypal Full Metal Jaguar who will tear her enemies to shreds given the smallest opportunity. If you take that path yourself, her signature Arts will be among your staples.

Signature Art 1

Shadowstrike	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, Inflicts Stagger, From behind: Boosts damage.

Signature Art 2

Ghost Factory	
Acquired Rank	13
Target	Nearby allies
Description	Requires TP, Grants Decoy.

Arts

Hundred Shells, Executioner, Ghost Factory, Electric Surge, Blood Sacrifice, Killing Machine, Violent Streak, Thirsty Edge, Primer, Shadowrunner, Side Slash, Early Bird, Upper Hand, Stream Edge, Sliding Stinger, Shadowstrike

Skills

Agile Gunslinger, Steady Hand, Background Noise, Master Edge, Mortal Enemy, Hellhound, Crisis Catalyst, Phantom Counter

Soul Voices

Draw Melee	
"They're off guard. Stagger them with a melee attack!"	Effect: Inflicts Stagger I.

Opening Art	
"Get in close and land a blow!"	Effect: +100% damage (+200% from behind).

HP Peril	
"I'm in trouble. Heal me!"	Effect: +25% to Soul Heals; gain Invincibility I.

Heavy Hitter	
"Now! Melee attacks!"	Effect: +50% damage.

Underdog	
"We're up against a big target. Buff up now!"	Effect: +1 tier to buff Arts; gain Invincibility I.

Aura Ready	
"Use an aura! Get control of the battle!"	Effect: +50% to Soul Heals; reduces cooldowns by 20%.

Finishing Blow	
"Hostile neutralized. Switch to close-range combat!"	Effect: Reduces cooldown by 50%.

Critical Combination	
"That put a dent in 'em. Move in and keep the rhythm going!"	Effect: +10% critical chance; gain Critical Power II.

Draw Ranged	
"Engaging! Lay down some fire for me!"	Effect: +50 damage.

HP Risk	
"They're tough. Patch me up!"	Effect: +50% to Soul Heals.

Last Words	
"Just…one more…"	Effect: +500 TP per hit.

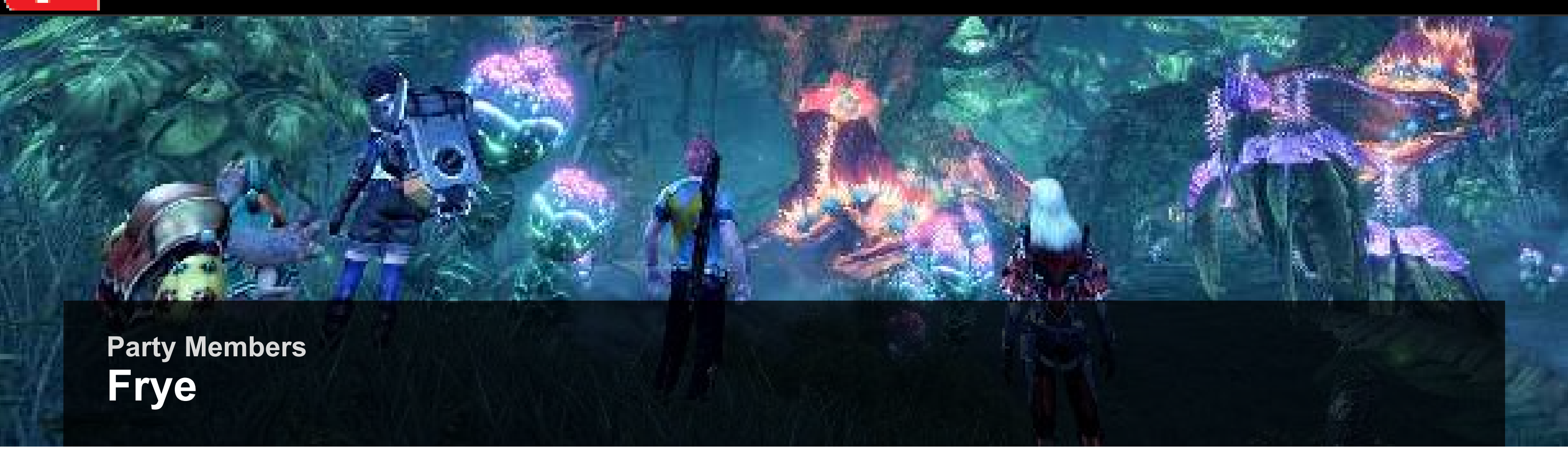
Dismemberer	
"Appendage destroyed! Move in and strike!"	Effect: +150% damage (+400% from behind).

Artful Execution	
"Nice! Move in and strike!"	Effect: +50% damage (+100% from behind).

Activate Overdrive	
"Follow me! Overdrive!"	Effect: +10 seconds to Overdrive time.

Untouchable	
"Now that's how to evade. You can do it!"	Effect: Gain Decoy III.

Daredevil	
"I have to stay in this. Help me!"	Effect: +25% damage; +100 TP per hit.



Party Members

Frye

Class	Samurai Gunner+
Division	Interceptor
Usual Location	Industrial District
Recruitment Requirements	Complete "Bottoms Up" affinity mission.
Character Notes	Frye parties hard on his off-time, but this hybrid Samurai Gunner is deadly serious on the job. He has access to defensive Arts from other classes to bolster his durability in battle, as well as signature Arts that synergize with buff auras.

Signature Art 1

Bullet Twister	
Acquired Rank	4
Target	Nearby enemies
Description	Deals weapon damage, With an aura: Boosts TP.

Signature Art 2

Titan Recharge	
Acquired Rank	10
Target	Self
Description	Requires TP, Negates damage reflection. Restores HP when aura expires, Reduces secondary cooldown.

Arts

Hellfire, Defensive Stance, Thermal Payload, Titan Recharge, Incendiary Edge, Cool Off, Bullet Storm, Offensive Stance, Burning Slash, Bullet Twister, Enhanced Stand, Tornado Blade, Missile Volley, Rising Blade

Skills

Unwavering Courage, Mighty Muscle, Iron Knuckle, Rising Renewal, Weapon Guard, Trauma Tension, Blazing Auto, Machine Gunner

Soul Voices

Draw Melee	
"Move in for a melee strike! We can do some real damage!"	Effect: +100% damage.

Opening Art	
"They're distracted! Close in and attack!"	Effect: +100% damage (+200% from behind).

HP Peril	
"Damn, I'm in trouble. Somebody heal me up!"	Effect: +100% to Soul Heals (rarely +300%).

Heavy Hitter	
"I did my part—now hit 'em with a melee attack!"	Effect: +50% damage.

Underdog	
"Bigger challenger, same outcome. Attack at range!"	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
"Be smart! Use an aura to get things under control!"	Effect: +50% to Soul Heals; reduces cooldown by 20%.

Finishing Blow	
"This one's toast. Get in the next one's face!"	Effect: Reduces cooldown by 50%.

Medicine Woman	
"Hey! Make like Lady Luck here and break out the buffs!"	Effect: Gain Critical Power IV.

Draw Ranged	
"The enemy's wide open! Open fire!"	Effect: +50% damage.

HP Risk	
"I could use a patch-up right about now."	Effect: +50% to Soul Heals.

Last Words	
"Ugh…One more swing and I woulda…had 'em…"	Effect: +500 TP per hit.

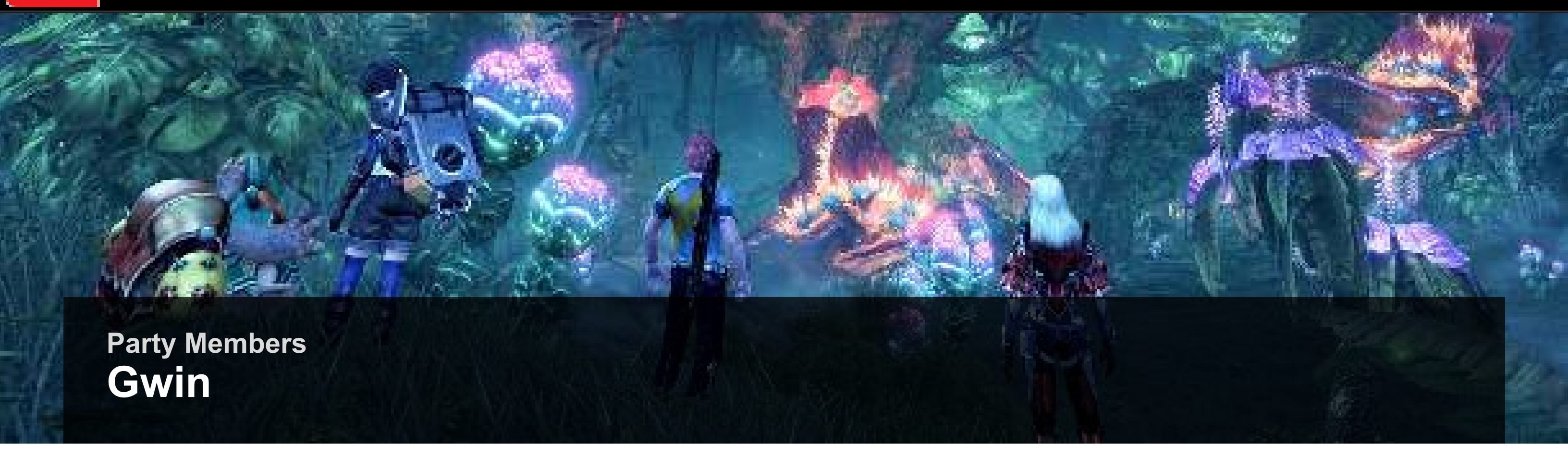
Dismemberer	
"I smashed them up good! Now move in!"	Effect: +150% damage (+400% from behind).

Artful Execution	
"Damn, I'm good at this. Get in close!"	Effect: +50% damage (+100% from behind).

Activate Overdrive	
"Now's our chance! Overdrive!"	Effect: +10 seconds to Overdrive time.

Medicine Man	
My man! Let's move in and hammer 'em!	Effect: Inflicts Fatigue I.

Daredevil	
"Screw this…Hit back with melee attacks!"	Effect: +25% damage; +100 TP per hit.



Gwin

Class	Samurai Gunner
Division	Interceptor
Usual Location	Administrative District
Recruitment Requirements	Complete Chapter 3.
Character Notes	Gwin is a straight shooter who wears it all on his sleeve—in more ways than one. His fervor to jump straight into the fray with his bombastic signature Arts is matched only by his profound admiration for Irina, his friend and commanding officer.

Signature Art 1

Ultraslash	
Acquired Rank	5
Target	Single enemy
Description	Deals weapon damage, From behind: Boosts damage.

Signature Art 2

Grenade Blitz	
Acquired Rank	13
Target	Enemies ahead
Description	Deals thermal damage.

Arts

Takedown Shot, Gunforce, Grenade Blitz, Incendiary Edge, Flash Grenade, Medic Free, Tornado Blade, Decoy Round, Offensive Stance, Burst Grenade, Ultraslash, Magnum Edge, Defensive Stance, Power Dive, Furious Blast, Rising Blade

Skills

Unwavering Courage, Flame Trigger, Mighty Muscle, Auto Melee Boost, Healing Aura, Weapon Guard, Theroid Slayer, Conflagrant Edge

Soul Voices

Draw Melee	
“I’m going in! Use melee attacks!”	Effect: +100% damage.

Opening Art	
“All right, let’s do this! Close in and nail ’em!”	Effect: +100% damage (+200% from behind).

HP Peril	
“Ohhh crap! Heal me. Hurry!”	Effect: +25% to Soul Heals; gain Invincibility I.

Heavy Hitter	
“Got ’em! Move in and attack!”	Effect: +50% damage.

Underdog	
“We’re making a dent! Finish it with ranged attacks!”	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
“Aura up! Now it’s your turn!”	Effect: +50% to Soul Heals; removes debuffs.

Medicine Man	
“Thanks a lot! Now get back to shooting!”	Effect: Inflicts Physical Res Down I.

Wrecked Skell	
“Not good, NOT good! Can I get some help here?”	Effect: +400% to Soul Heals; gain Invincibility II.

Draw Ranged	
“I’ll pin ’em down. Gimme some cover fire!”	Effect: +50% damage.

HP Risk	
“They’re tough. I need healing.”	Effect: +50% to Soul Heals.

Last Words	
“Forget about me… Just unload on ’em…”	Effect: +300 TP per hit.

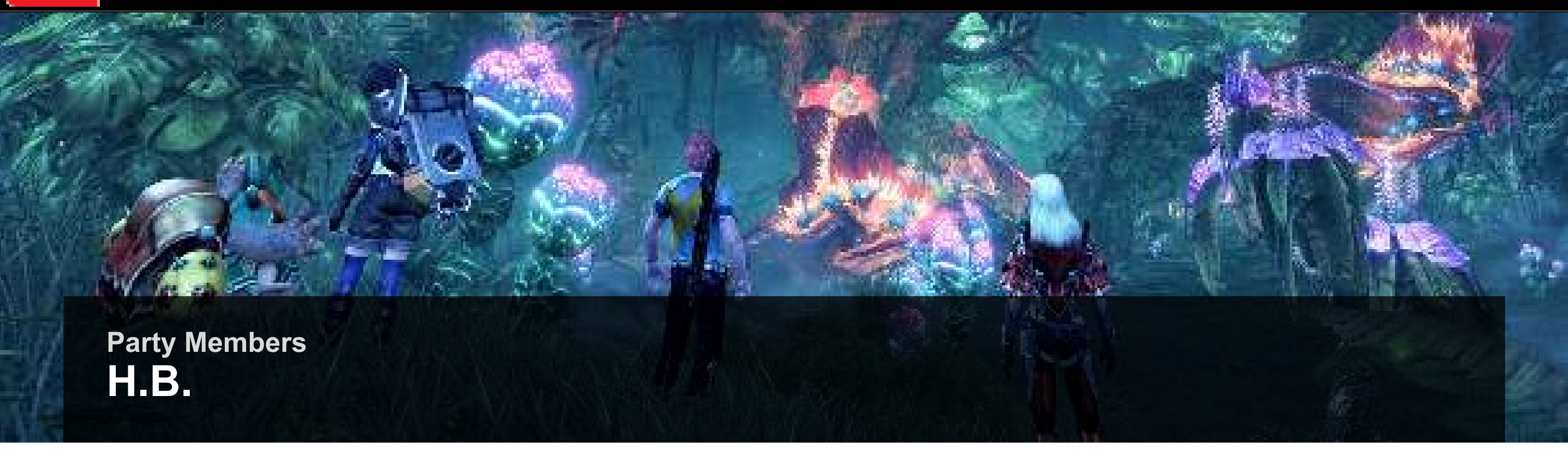
Dismemberer	
“You see that?! Use melee attacks!”	Effect: +150% damage (+400% from behind).

Artful Execution	
“Nailed it! Break out those guns!”	Effect: +50% damage (+100% from the side).

Activate Overdrive	
“Overdrive! Who’s with me?!”	Effect: Removes debuffs; gain Invincibility II.

Medicine Woman	
“Oh, uh…thanks. How ’bout a buff?”	Effect: Removes debuffs; rarely +500 TP.

Running on Empty	
“I’m running on fumes here. Can I get a re-up?”	Effect: Restores 10% fuel; restores 10% appendage HP.



H.B.

Class	Shield Trooper+
Division	Pathfinder
Usual Location	Administrative District
Recruitment Requirements	Complete “A New Rival?” affinity mission.
Character Notes	Behind the spectacles, Hector Birtwhistle, or H.B., is a mighty bulwark of a fighter who can effectively hold your front line. His signature Arts can help you capitalize on enemies’ weaknesses and boost your resistances to any nastiness they’d dish out.

Signature Art 1

Atomic Hit	
Acquired Rank	1
Target	Single enemy
Description	Deals weapon damage, Boosts appendage damage.

Signature Art 2

Flamehand	
Acquired Rank	10
Target	Self
Description	Requires TP, Boosts debuff resistances, Nullifies terrain effects, Enables counter spike damage.

Arts

Flamehand, Shield Wall, Flash Grenade, Wild Down, Furious Blast, Wild Smash, Iron Prison, Power Dive, Burst Grenade, Decoy Round, Atomic Hit, Gunforce, Takedown Shot, Last Stand, Trash Talk, Bombardier

Skills

Steel Flesh, Mighty Muscle, Combat Presence, Topple Topper, Shield Screen, Long Topple, Trauma Tension, Double Spike

Soul Voices

Draw Melee	
“A melee attack should stagger it!”	Effect: Inflicts Stagger I.

Opening Art	
“Now’s a good time for some gunplay!”	Effect: +100 TP per hit.

HP Peril	
I’m up against a wall here… Give me a buff!”	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
“I’m on a roll! Open fire!”	Effect: +25% critical chance; gain Critical Power I.

Underdog	
“Hit ’em with Overdrive! Go!”	Effect: +10 seconds to Overdrive time.

Aura Ready	
“Much better! Now for a buff!”	Effect: +250 TP to target (50% chance of +500 TP).

Untouchable	
“No one can touch me. Use an aura!”	Effect: Gain Decoy III.

Higher Ground	
“I’m taking a shot from above!”	Effect: Gain Critical Power I; rarely +25% critical chance.

Draw Ranged	
“Powering up would be the smart approach here.”	Effect: +1 tier to buff Arts.

HP Risk	
“Let’s buff up and regroup!”	Effect: +250 TP to target (rarely +500 TP).

Last Words	
“Show me an aura before it all goes dark…”	Effect: Gain Invincibility III.

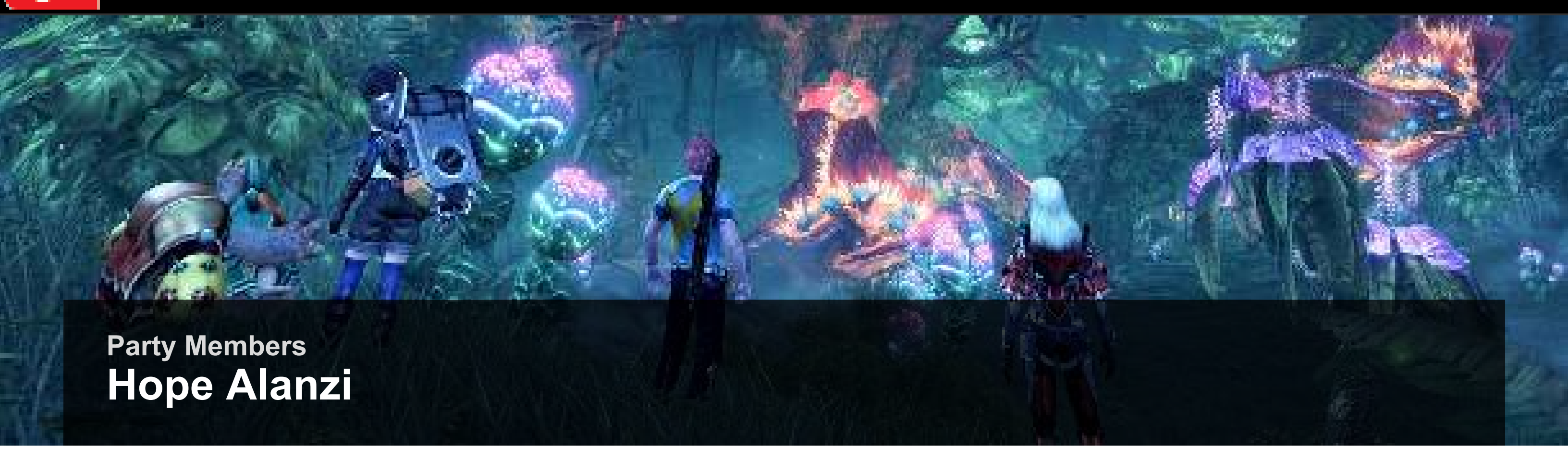
Dismemberer	
“Appendage destroyed! Attack at range!”	Effect: Inflicts Topple I.

Artful Execution	
“Shoot now while they’re impaired!”	Effect: +50% damage (+100% from the side).

Activate Overdrive	
“There’s more where that came from! Overdrive!”	Effect: +10 seconds to Overdrive time.

Critical Combination	
“See how I stack up the hits? Move in for the kill!”	Effect: +80% critical chance.

Toppler	
“Yes! Now eat lead and stay down!”	Effect: +200% damage (+300% from the side).



Party Members

Hope Alanzi

Class	Psycorruptor+
Division	Mediator
Usual Location	Residential District
Recruitment Requirements	Complete "Hope Springs Eternal" affinity mission.
Character Notes	Hope is a high-profile Mediator in New LA, and she can downright cripple the opposition and bestow powerful buffs on your squad on the field, with particularly powerful signature Arts that deliver on both counts.

Signature Art 1

Secondary Speed	
Acquired Rank	5
Target	Self
Description	Requires TP, Reduces secondary cooldown, Reduces auto-attack intervals.

Signature Art 2

Tacit Censure	
Acquired Rank	10
Target	Enemies ahead
Description	Inflicts Virus.

Arts

Black Butterfly, Starlight Kick, Astral Projection, Tacit Censure, Energy Source, Servant Sacrifice, Brainjack, Dispel, Secondary Speed, Absorber Skin, Shooting Star, Full Specs, Stellar Ray, Repair

Skills

Inner Search, Buff Heal, Well-Weathered, Mechanoid Slayer, King's Decree, Knight's Soul, Supreme Sword, TP Overdrive

Soul Voices

Draw Melee	
"Now! Move in close for the first strike!"	Effect: +200 TP per hit.

Opening Art	
"Whip out an aura and let's wrap this up quick!"	Effect: Reduces cooldown by 50%.

HP Peril	
"It's no use… Use a buff so we can turn this around…"	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
"Yes! Use ranged attacks next!"	Effect: +25% critical chance; gain Critical Power I.

Underdog	
"We'll buff up and turn the tables if we must!"	Effect: +1 tier to buffs; gain Invincibility I.

Aura Ready	
"We're doing good. Break out some buffs!"	Effect: +250 TP to target (50% chance of +500 TP).

Wayward Weather	
"Uh-oh. An aura ought to set this right!"	Effect: Gain Weather Immunity II.

Medicine Woman	
"Thank you! Let's keep this going with a buff!"	Effect: Removes debuffs; rarely +500 TP.

Draw Ranged	
"Power up and get yourself ready!"	Effect: +1 tier to buff Arts.

HP Risk	
"It's too hard to outmaneuver them. Buff us, please!	Effect: +250 TP to target (rarely +500 TP).

Last Words	
"I'm sorry…if we could just turn the tides…"	Effect: Gain Invincibility III.

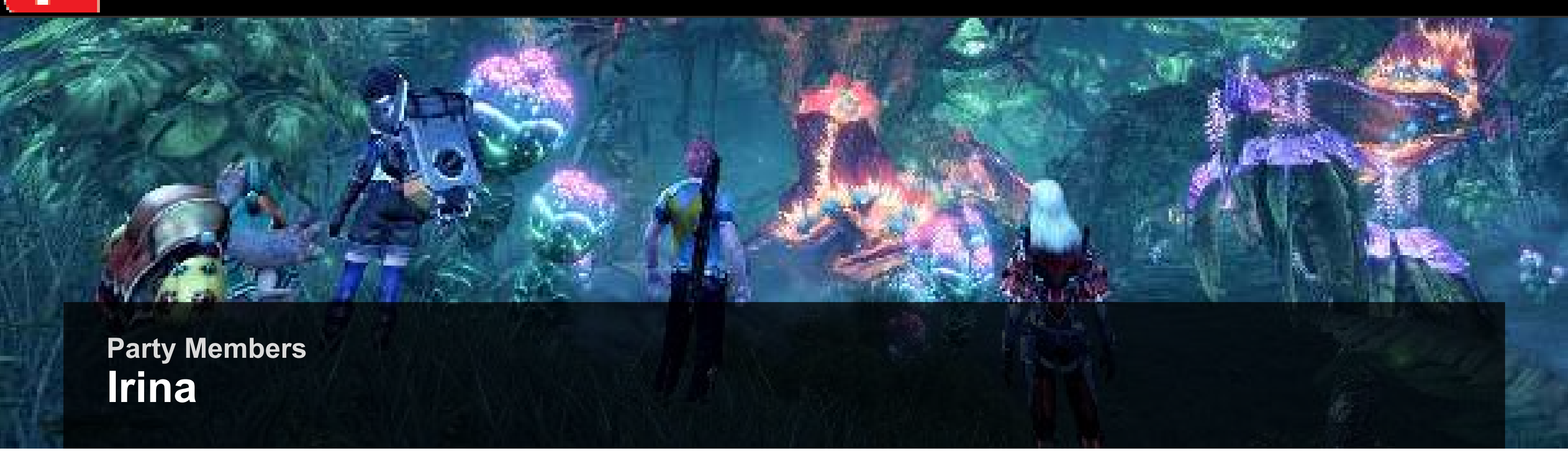
Dismemberer	
"Appendage destroyed! One more volley and down they go!"	Effect: Inflicts Topple I.

Artful Execution	
"The enemy's off guard. Use ranged attacks!"	Effect: +50% damage (+100% from the side).

Activate Overdrive	
"Let's finish this. Get your auras ready!"	Effect: +1 tier to auras; reduces cooldown by 50%.

Medicine Man	
"You're too kind! Let's use an aura!"	Effect: Gain Supercharge 2.

Wrecked Skell	
"Not looking good… I need power!"	Effect: +400% to Soul Heals; gain Invincibility III.



Irina

Class	Psycorrupter+
Division	Interceptor
Usual Location	Administrative District
Recruitment Requirements	Complete Chapter 3.
Character Notes	Irina is a powerful Psycorruptor and is among your earliest allies among the BLADEs. With her mix of party buffs, debuffs, and straightforward offensive utility, you'll be glad for her help.

Signature Art 1

Smooth Recovery	
Acquired Rank	5
Target	Nearby allies
Description	Restores HP, Grants Evasion Up.

Signature Art 2

Quick Cannon	
Acquired Rank	10
Target	Single enemy
Description	Deals thermal damage, Inflicts Blaze, Boosts damage in melee combos.

Arts

Last Stand, Energy Source, Servant Sacrifice, Assault Hammer, Absorber Skin, Quick Cannon, Medic Free, Brainjack, Flash Grenade, Dispel, Smooth Recovery, Screamer, Furious Blast, Full Specs, Burst Grenade, Repair

Skills

Inner Search, Feather Touch, Healing Touch, High Tension, Beauty Sleep, King's Decree, Unpleasant Dream, King's Boon

Soul Voices

Draw Melee	
"Ramp up that adrenaline!"	Effect: +200 TP per hit.

Opening Art	
"Use an aura and get in there!"	Effect: Reduces cooldown by 50%.

HP Peril	
"I'm not clocking out yet. Heal me!"	Effect: +100% to Soul Heals (rarely +300%).

Heavy Hitter	
"Nailed it! Now cripple 'em!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Underdog	
"This thing is huge! Be careful!"	Effect: +1 tier to buff Arts; gain Invincibility I.

Aura Ready	
"Man, that felt good. C'mon!"	Effect: +50% to Soul Heals; removes debuffs.

Untouchable	
"Follow me! I'm on a roll!"	Effect: Gain Evasion Up III.

Stunner	
"They can't move. Concentrate your fire!"	Effect: +25% damage; +50 TP per hit.

Draw Ranged	
"Charge things up! Use a buff!"	Effect: +1 tier to buff Arts.

HP Risk	
"They're tougher than they look. Help!"	Effect: +1 tier to buff Arts.

Last Words	
"Sorry. The rest is…up to you…"	Effect: Gain Invincibility III.

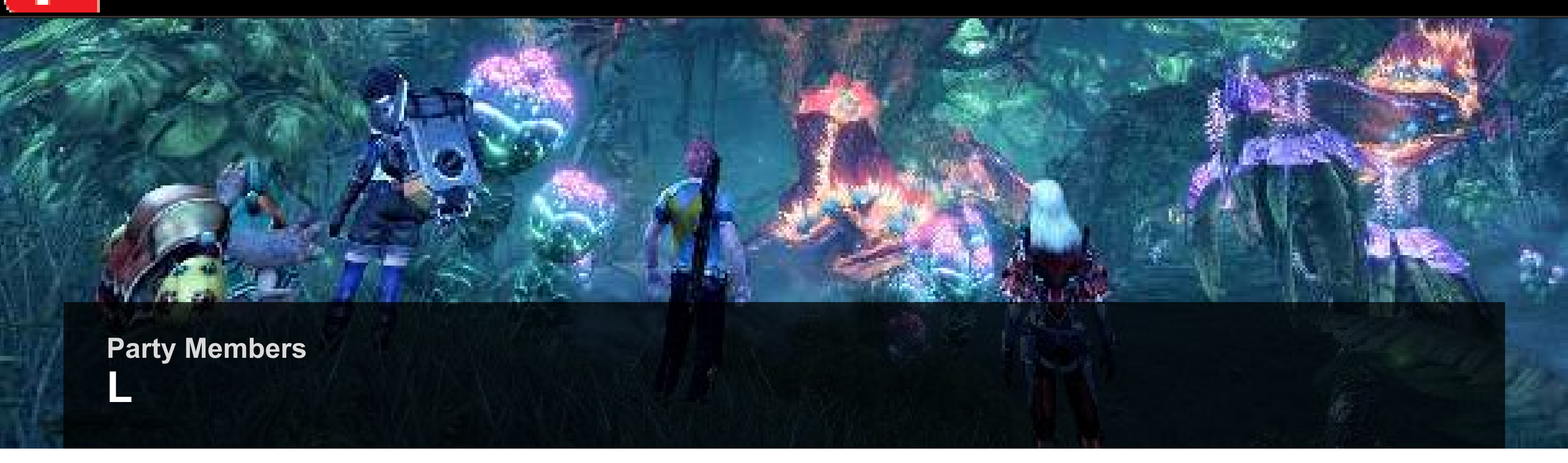
Dismemberer	
"I got an appendage! Now topple 'em!"	Effect: Inflicts Topple I.

Artful Execution	
"Yes! Weaken it!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Activate Overdrive	
"On me! Overdrive!"	Effect: Removes debuffs; gain Invincibility II.

Daredevil	
"We're ALL getting through this! Cover me while I go in!"	Effect: +100% to Soul Heals.

Sandman	
"Now! Knock 'em right out of their beauty sleep!"	Effect: +100% damage.



Party Members

L

Class	Shield Trooper+
Division	Wanderer
Usual Location	Administrative District
Recruitment Requirements	Complete Chapter 4.
Character Notes	L is a native of Mira who's more than happy to serve as a de facto BLADE if it means ridding his world of a hostile alien menace. Don't let his odd affectations fool you; L can mix it up on the front lines and buff your party like a pro.

Signature Art 1

Mindstorm	
Acquired Rank	5
Target	Nearby allies
Description	Restores HP, Grants Potential Up.

Signature Art 2

Dual Dynamo	
Acquired Rank	10
Target	Self
Description	Requires TP, Boosts ranged attack, Boosts potential.

Arts

Starlight Kick, Supershield, Astral Projection, Flame Cloak, Bombardier, Dual Dynamo, Shield Wall, Reality Rift, Shooting Star, Trash Talk, Mindstorm, Wild Smash, Iron Prison, Lightning Cloak, Stellar Ray, Wild Down

Skills

Steel Flesh, Mighty Muscle, Shield Screen, Long Topple, Stand Strong, Mechanoid Slayer, Knight's Soul, Double Reflect

Soul Voices

Draw Melee	
"Thwack 'em for some extra zing!"	Effect: +200 TP per hit.

Opening Art	
"Let's have a blast! Literally!"	Effect: +100 TP per hit.

HP Peril	
"Sorry, could someone get our party started?"	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
"Right in the kisser! Now cripple them!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Underdog	
"Let's drive all over this giant!"	Effect:+10 seconds to Overdrive time.

Aura Ready	
"An aura right now might lead to good things!"	Effect: +50% to Soul heals; reduces cooldown by 20%.

Untouchable	
"We floated like butterflies. Now you sting like bees!"	Effect: Inflicts Shock I.

Medicine Man	
"You scratch our back? We'll scratch yours!"	Effect: Gain Supercharge II.

Draw Ranged	
"Cripple it! Pazzow!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

HP Risk	
"We think we need a little pick-me-up."	Effect: +250 TP (rarely +500 TP).

Last Words	
"Good-bye, and good night…"	Effect: Gain Invincibility III.

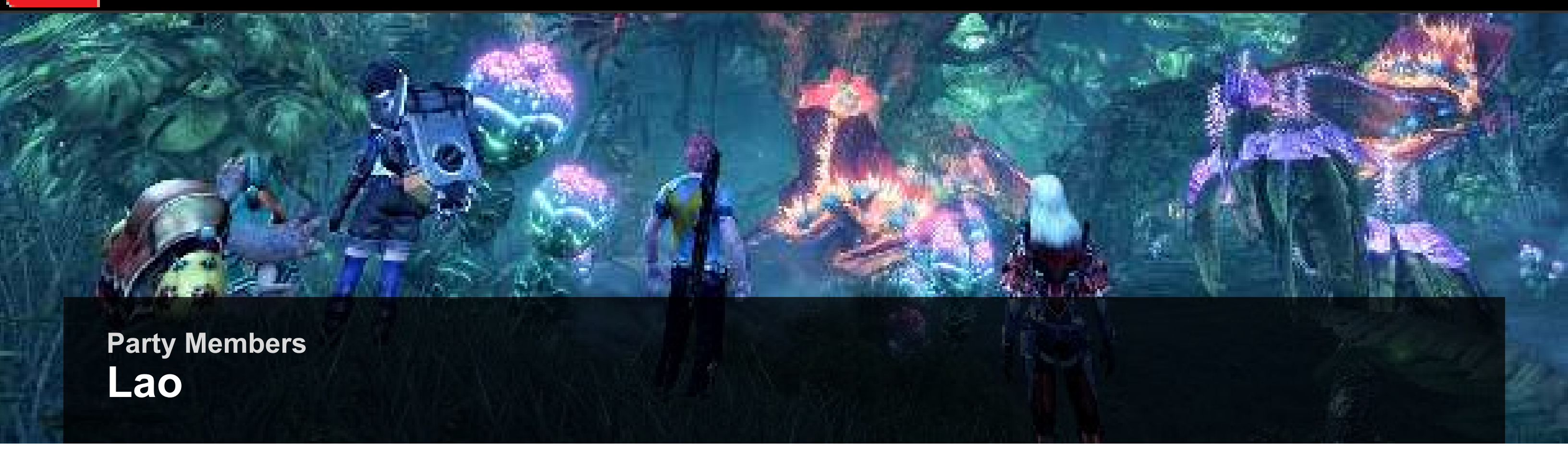
Dismemberer	
"Oh good, it broke. Now weaken them!"	Effect: +2 tiers to debuff Arts; bypasses debuff resistances.

Artful Execution	
"Yes! Now cripple them!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Activate Overdrive	
"Activating Overdrive! Your turn!"	Effect: +10 seconds to Overdrive time.

Critical Combination	
"Three in a row! Shoot to kill!"	Effect: +10 critical chance; gain Critical Power II.

Toppler	
"They fell for it! Now weaken them!"	Effect: +2 tiers to debuff Arts; bypasses debuff resistances.



Lao

Class	Partisan Eagle
Division	Pathfinder
Usual Location	Administrative District
Recruitment Requirements	Complete first objective in Chapter 4.
Character Notes	The enigmatic Lao might seem hard to track down, but count on him to turn up when it counts. He's clearly got some skeletons in his closet, but thankfully, that doesn't prevent him from fulfilling the role of a Partisan Eagle when pressed into service.

Signature Art 1

Afterburner	
Acquired Rank	14
Target	Enemy vicinity
Art Description	Requires TP, Deals weapon damage, Boosts damage in ranged combos.

Signature Art 2

Balance Breaker	
Acquired Rank	1
Target	Single enemy
Art Description	Deals weapon damage, Inflicts Stagger in melee combos.

Arts

Eagle Eye, Arcing Horn, First Down, Shrapnel, Balance Breaker, Raijin, Spiral Horn, Intercept, Hawkeye, Overwhelm, Speed Demon, Sidewinder, Hair Trigger, Ghost Sniper, Trident Buster, Afterburner

Skills

Killshot, Electric Boost, Knock 'n' Shock, Piscinoid Slayer, Long Shot, Quick Reload, Conductive Strike, TP Overdrive

Soul Voices

Draw Melee	
"Let's get up close and personal!"	+200 TP per hit. Effect:

Opening Art	
"Gimme some cover fire!"	Effect: +100 TP per hit.

HP Peril	
"Hey, I need some heals here!"	Effect: +25% to Soul Heals; gain Invincibility I.

Heavy Hitter	
"Bam! Keeping shooting!"	Effect: +25% critical chance; gain Critical Power I.

Underdog	
"Who cares how big they are? Concentrate your fire!"	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
"I'm all prepped. Get us buffed up!"	Effect: +250 TP to target (50% chance to +500 TP).

Wayward Weather	
"This damn weather. Somebody fix this!"	Effect: Gain Weather Immunity I.

Medicine Woman	
"Oh, uh, thanks. Give yourself a boost while you're at it."	Effect: Gain Critical Power IV.

Draw Ranged	
"Let's wake them up with some gunfire!"	Effect: +50% damage.

HP Risk	
"I can't get a break here!"	Effect: +250 TP to target (rarely +500 TP).

Last Words	
"If I could just get…one more shot in…"	Effect: +300 TP per hit.

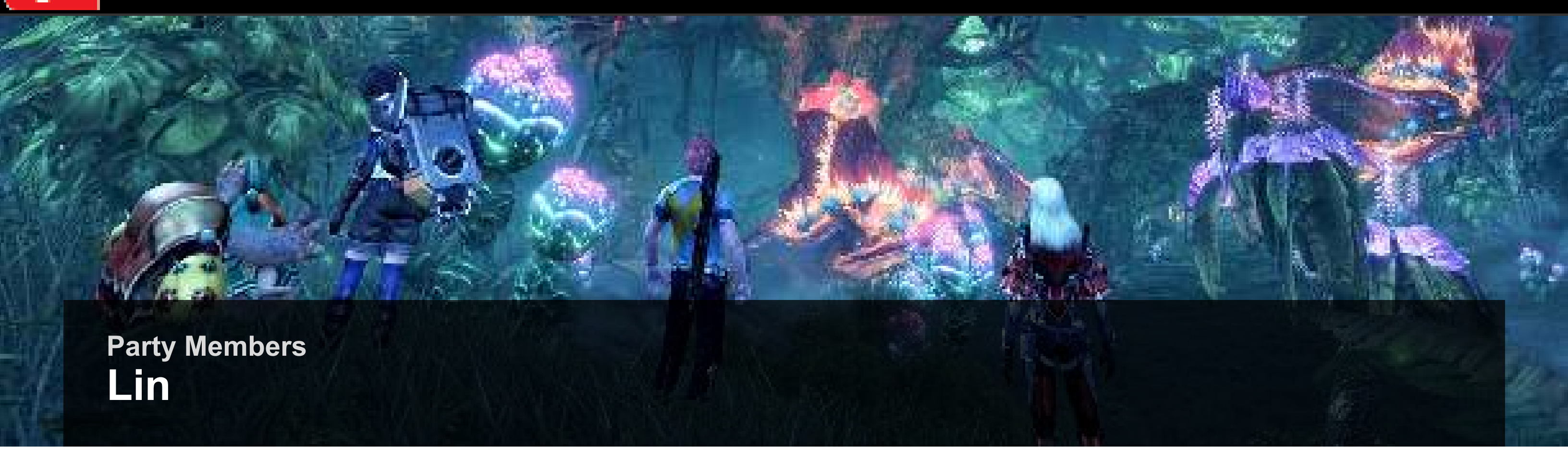
Dismember	
"Gotcha! Now topple 'em!"	Effect: Inflicts Topple I.

Artful Execution	
"Got 'em! Lay down some cover fire!"	Effect: +50% damage (+100% from the side).

Activate Overdrive	
"I'll use Overdrive! You break out an aura!"	Effect: +1 tier to auras; reduces cooldown by 50%.

Sprinter	
"Easy breezy. Help me out with a buff!"	Effect: Gain Invincibility I.

Higher Ground	
"Bull's-eye! Keep shooting!"	Gain Critical Power I; rarely: +25% Effect: critical chance.



Lin

Class	Shield Trooper
Division	Outfitter
Usual Location	BLADE Barracks
Recruitment Requirements	Available at Chapter 1.
Character Notes	Like Elma, count on Lin to be by your side during Xenoblade Chronicles' pivotal moments. You'll be glad to have her. She may be a kid, but she's easily among your toughest tanks, bolstering her Shield Trooper kit with some of the most powerful defensive abilities available.

Signature Art 1

Fire Carnival	
Acquired Rank	1
Target	Single enemy
Description	Deals thermal damage.

Signature Art 2

Drum Roll	
Acquired Rank	14
Target	Single enemy
Description	Requires TP, Deals weapon damage, Physical Res Down, In melee: Boosts damage.

Arts

Cool Off, Drum Roll, Hellfire, Shield Wall, Enhanced Stand, Reality Rift, Supershield, Bullet Storm, Bombardier, Iron Prison, Thermal Payload, Trash Talk, Flame Cloak, Wild Smash, Fire Carnival, Wild Down

Skills

Steel Flesh, Mighty Muscle, Dismantler, Shield Screen, Long Topple, Dirty Fighter, Stand Strong, Machine Gunner

Soul Voices

Draw Melee	
"Punch first, ask questions later!"	Effect: +100% damage.

Opening Art	
"Gimme some cover fire!"	Effect: +100 TP per hit.

HP Peril	
"I'm almost down, but not out!"	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
"Yes! Hit 'em again for me!"	Effect: +25% critical chance; gain Critical Power I.

Underdog	
"Who cares how big they are? Concentrate your fire!"	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
"Ready! Get your adrenaline going!"	Effect: +250 TP to target (50% chance of +500 TP).

Toppler	
"I toppled 'em! Close in!"	Effect: +200% damage (+400% from behind).

Skell Crush	
"They're strong… We need to regroup!"	Effect: Restores 30% appendage HP.

Draw Ranged	
"We should weaken them just to be safe!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances

HP Risk	
"Sorry. I can't seem to get fired up…"	Effect: +250 TP to target (rarely +500 TP).

Last Words	
"Sorry… You guys take it from…here…"	Effect: +300 TP per hit.

Dismemberer	
"Appendage down! Weaken 'em and lay in!"	Effect: +2 tiers to debuff Arts; bypasses debuff resistances.

Artful Execution	
"Got 'em! Lay down some cover fire!"	Effect: +50% damage (+100% from the side).

Activate Overdrive	
"Here I go! Back me up with an aura!"	Effect: +1 tier to auras; reduces cooldown by 50%.

Binder	
I'll hold 'em! Let 'em have it!"	Effect: +150% damage (+200% damage from behind).

Running on Empty	
"I need a refuel!"	Effect: Restores 10% fuel; +1,000 GP.

Mia

Class	Psycorruptor
Division	Curator
Usual Location	Ma-non Ship
Recruitment Requirements	To start the process, accept the normal mission “Mamma Mia” in New LA’s Administrative District once you’ve completed Chapter 3. Once it’s completed, complete Chapter 5 and you can then encounter Mia again in Noctilum’s Skybound Coil Tree, where she gives you the normal mission “Adventure.” Finish “Adventure” and Chapter 6 and you can then find her in Oblivia’s Leaning Ring for the “Mighty Mia” normal mission. After taking care of “Mighty Mia”, Chapter 9 and the “A Girl’s Wings” affinity mission, she’ll next turn up at the Nopon caravan in Sylvalum’s Cleansing Spring area. The last step requires that you’ve finished all of the previous missions, as well as Chapter 11, the “Definian Downfall” normal mission (see the Secret Files chapter for more info), and surveyed 80% of Cauldros. Once you’ve achieved all that, “Mia Is Missing” starts in the Ganglion Antropolis in Cauldros.
Character Notes	She’d better be worth it, right? Luckily, Mia’s got some clutch signature Arts that purge you of nasty enemy debuffs and damage large groups. On top of all that, she idolizes you for the fine example you set during your many rescues. You have to bring her along.

Signature Art 1

Clarity Ray	
Acquired Rank	3
Target	Nearby Allies
Description	Removes debuffs, Grants Ether Res Up.

Signature Art 2

Beam Bomber	
Acquired Rank	10
Target	Nearby enemies
Description	Deals weapon damage, With an aura: Boosts damage.

Arts

Energy Source, Gravity Cloak, Dispel, Subterfuge, Ether Blast, Full Specs, Clarity Ray, Myopic Screen, Beam Barrage, Screamer, Gravity Blast, Black Butterfly, Pathogen Blast, Beam Bomber

Skills

Inner Search, Beam Boost, Beauty Sleep, Ether Boost, Extra Armor, Gravity Boost, Resistant Flesh, Tactical Analyst

Soul Voices

Draw Melee	
“C’mon! We gotta get right in their face!”	Effect: +100 damage.

Opening Art	
“Come on! Break out the big guns!”	Effect: +100 TP per hit.

HP Peril	
“Heal me, please! I don’t want to die…”	Effect: +100% to Soul Heals (rarely +300%).

Heavy Hitter	
“Now! Get some ranged shots in!”	Effect: +25% critical chance; gain Critical Power I.

Underdog	
“At this rate, we’re bound to win. Fire away!”	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
“Use an aura! It’ll help us get the edge!”	Effect: +50% to Soul Heals; removes debuffs.

Finishing Blow	
“So long, sucker! Let’s buff up just to be safe!”	Effect: +50% to Soul Heals; rarely +1,000 TP.

Daredevil	
“They’re not taking me down. Gimme some power!”	Effect: +100% to Soul Heals.

Draw Ranged	
“Shoot, shoot, then shoot s’more!”	Effect: +50% damage.

HP Risk	
“I could use a little help here, please!”	Effect: +1 tier to buff Arts.

Last Words	
“Avenge me, Chief…”	Effect: +300 TP per hit.

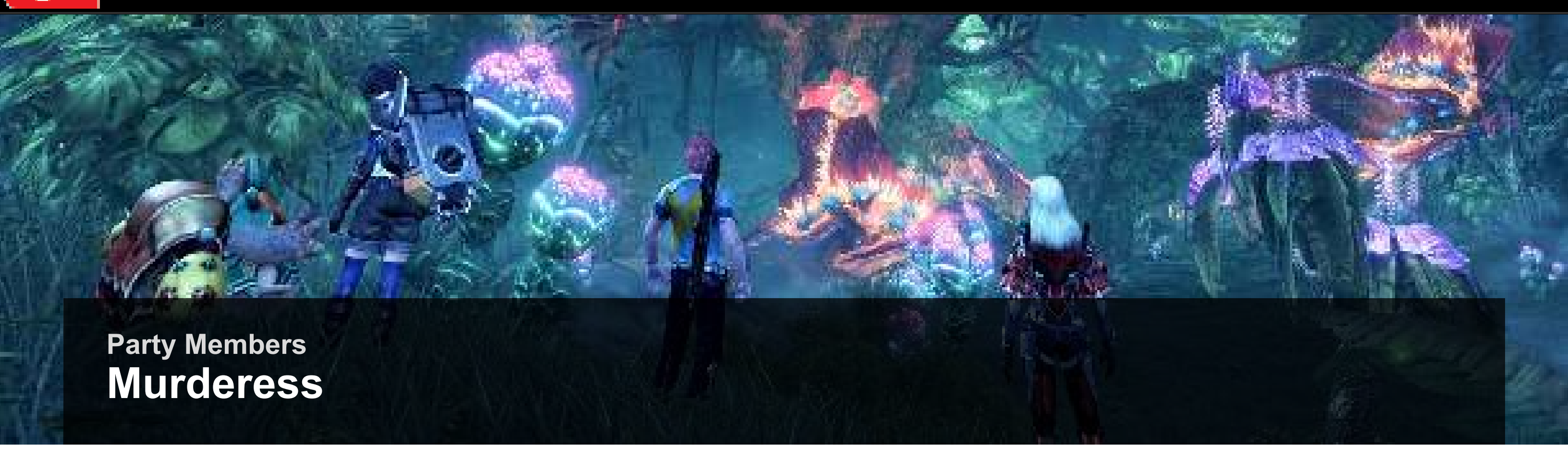
Dismemberer	
“Yeah! Wrecked it! Now blast that sucker!”	Effect: Topple I.

Artful Execution	
“Follow me! Fire with everything you’ve got!”	Effect: +50% damage (+100 from the side).

Activate Overdrive	
“Hey, Chief. Let’s use our Overdrives!”	Effect: +10 seconds to Overdrive time.

Critical Combination	
“It’s working! Yesss! Use melee attacks, next!”	Effect: +10% critical chance; gain Critical Power II.

Running on Empty	
“I may be low on fuel, but that won’t keep me from stompin’ you!”	Effect: Restores 15% fuel.



Murderess

Class	Winged Viper+
Division	Curator
Usual Location	Administrative District
Recruitment Requirements	Complete "My Dream" affinity mission.
Character Note	You may not be too keen to party-up with her after the stunts she pulls during her affinity mission, but The Murderess certainly lives up to her name, with vicious signature Arts that complement her lethal Winged Viper kit.

Signature Art 1

Gravity Lunge	
Acquired Rank	10
Target	Single enemy
Description	Requires TP, Deals gravity damage, Inflicts Topple, Boosts damage in melee combos.

Signature Art 2

Seventh Edge	
Acquired Rank	5
Target	Nearby enemies
Description	Deals weapon damage, Boosts TP in ranged combos.

Arts

Astral Projection, Electric Surge, Gravity Lunge, Killing Machine, Thirsty Edge, Shooting Star, Shadowrunner, Seventh Edge, Lightning Cloak, Stellar Ray, Back Slash, Jetstream, Side Slash, Hundred Shells

Skills

Agile Gunslinger, Boosted Bullets, High Tension, Mechanoid Slayer, Trigger Happy, Aura Assault, Lifeline, Hellhound

Soul Voices

Draw Melee	
"Let's make this quick. Stagger 'em with a melee attack!"	Effect: Inflicts Stagger I.

Opening Art	
"I'm not in the mercy business. Open fire!"	Effect: +100 TP per hit.

HP Peril	
"I have to stay alive… Somebody patch me up!"	Effect: +25% to Soul Heals; gain Invincibility I.

Heavy Hitter	
"Now! Weaken them and lay on the hurt!"	Effect: Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Underdog	
"Time for a dirt nap, big guy!"	+10 seconds to Overdrive time.

Aura Ready	
"This power! Use an aura!"	Effect: +50% to Soul Heals; reduces cooldowns by 20%.

Finishing Blow	
"I've killed one. Slaughter the rest at range!"	Effect: Reduces cooldown by 50%.

Stunner	
"I stunned it! Move in and strike!"	Effect: +25% damage; +100 TP per hit.

Draw Ranged	
"Let's do it! Cripple 'em first!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

HP Risk	
"Dammit! Somebody heal me already!"	+50% to Soul Heals. Effect:

Last Words	
"We won't go down without a fight. Shoot that freak dead!"	Effect: +300 TP per hit.

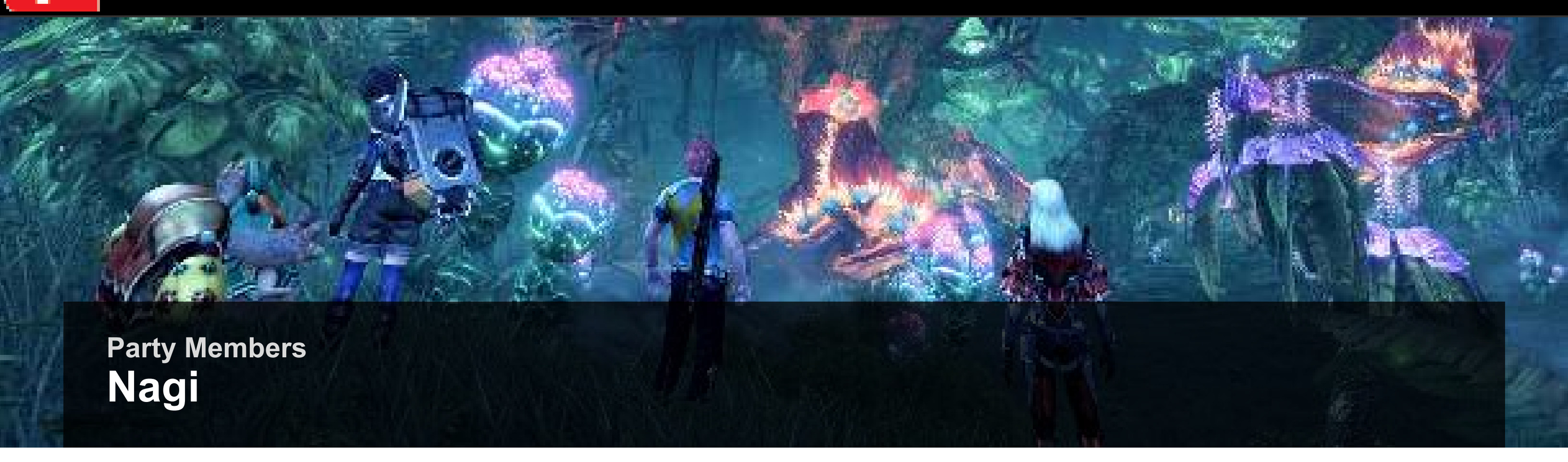
Dismemberer	
"That's part of you. Now to show the REST of you some attention!	Effect: +2 tiers to debuff Arts; bypasses debuff resistances.

Artful Execution	
"Nailed it! Now weaken it!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Activate Overdrive	
"It's murderin' time! Overdrive!"	Effect: Removes debuffs; gain Invincibility II.

Toppler	
"Ha! Pathetic. Now we break them!"	Effect: +2 tiers to debuff Arts; bypasses debuff resistances.

Sandman	
"Nitey-nite, loser. Open fire!"	Effect: +100% damage.



Nagi

Class	Duelist+
Division	New LA Defense Secretary
Usual Location	Administrative District
Recruitment Requirements	Complete “Nagi’s Time” affinity mission.
Character Notes	Though Nagi is technically your boss, he assures you that he’s just another BLADE when your party is in the field. Which is exactly the sort of thing a boss would say, isn’t it? In any event, as a Duelist with an outstanding selection of Arts and Skills, it’s worth taking his offer at face value.

Signature Art 1

Blossom Dance	
Acquired Rank	10
Target	Single enemy
Description	Requires TP, Deals weapon damage, Nullifies target’s attribute resistances.

Signature Art 2

True Stream Edge	
Acquired Rank	4
Target	Nearby enemies
Description	Deals weapon damage, With morale: boosts TP.

Arts

Incendiary Edge, Missile Volley, Samurai Soul, Blossom Dance, Burning Slash, Offensive Stance, Defensive Stance, Bullet Storm, Magnum Edge, True Stream Edge, Cool Off, Thermal Payload, Enhanced Stand, Rising Blade

Skills

Steel Flesh, Mighty Muscle, Trauma Tension, Rising Renewal, Yamato Spirit, Fortified Flesh, Machine Gunner, Grand Procession

Soul Voices

Draw Melee	
“Let’s get in close and teach ’em a lesson!”	Effect: +100% damage.

Opening Art	
“Come on! Pump ’em with lead!”	Effect: +100 TP per hit.

HP Peril	
“You don’t have heal me. I like close calls!”	Effect: +25% to Soul Heals; gain Invincibility I.

Heavy Hitter	
“They felt that one. Get in close and nail ’em!”	Effect: +50% damage.

Underdog	
“Little strokes fell great oaks. Take aim!”	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
“My mind is clear… Where’s your aura?”	Effect: +50% to Soul Heals; reduces cooldown by 20%.

Finishing Blow	
“One down. Get ready to blast the next target.”	Effect: Reduces cooldown by 50%.

Daredevil	
“This is where I really shine. Give me some cover fire!”	Effect: +25% damage; +50 TP per hit.

Draw Ranged	
“Start with ranged attacks. Follow my lead!”	Effect: +50% damage.

HP Risk	
“If they’re tough, let’s buff up and get tougher.”	Effect: +250 TP to target (rarely +500 TP).

Last Words	
“Leave me! Just get in there and knock ’em around!”	Effect: +500 TP per hit.

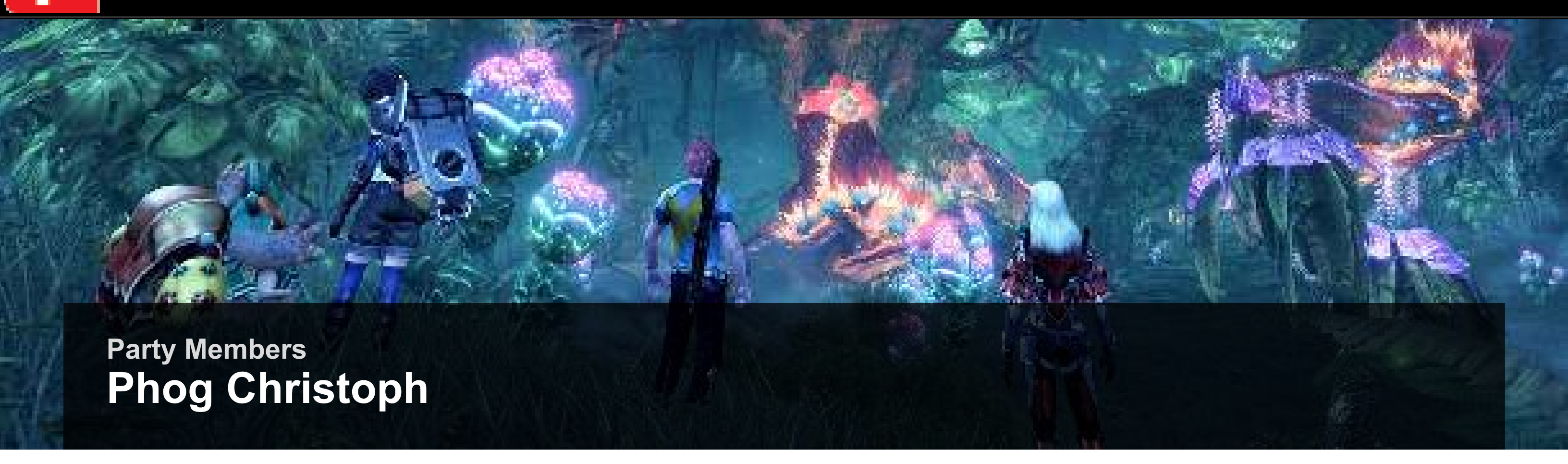
Dismemberer	
“The tables have turned. You know what to do!”	Effect: +150% damage (+400% from behind).

Artful Execution	
“Got ’em! You cut in and do the rest!”	+ Effect: 50% damage (+100% from behind).

Activate Overdrive	
“Now you face Kentaro Nagi. All BLADEs, use Overdrive!”	Effect: +10 seconds to Overdrive time.

Critical Combination	
“Attack at range! Keep it going!”	Effect: +10% critical chance; gain Critical Power II.

Higher Ground	
“I’ve got the drop on them. Fire with everything you’ve got!”	Effect: +50% damage; +10% critical chance.



Phog Christoph

Class	Winged Viper
Division	Prospector
Usual Location	Residential District
Recruitment Requirements	Complete "Foggy Dilemma" affinity mission.
Character Note	Phog might come off as meek and uncertain, but he's deadly on the field, utilizing the Winged Viper style along with signature Arts that deal heavy damage, stun enemies, and encourage chancy tactics.

Signature Art 1

Crisis Zone	
Acquired Rank	12
Target	Self
Description	TP required, Reduces auto-attack intervals, Lower HP equals higher damage, Continually reduces HP.

Signature Art 2

Sky High	
Acquired Rank	3
Target	Single enemy
Description	Deals physical damage, Boosts damage in melee combos, Inflicts Stun.

Arts

Hundred Shells, Combat Limbo, Blood Sacrifice, Crisis Zone, Ghostwalker, Executioner, Electric Surge, Early Bird, Primer, Stream Edge, Side Slash, Shadowrunner, Sky High, Upper Hand, Sliding Stinger, Back Slash

Skills

Agile Gunslinger, Steady Hand, Background Noise, Master Edge, Mortal Enemy, Hellhound, Crisis Catalyst, Phantom Counter

Soul Voices

Draw Melee	
"I'm psyched to go. Move in close!"	Effect: +200 TP per hit.

Opening Art	
"Use an aura to level the playing field!"	Effect: Reduces cooldown by %50.

HP Peril	
"We have to turn this around. Buff me up!"	Effect: +500 TP to target (rarely +1,000 TP).

Heavy Hitter	
"Cripple the enemy! Now's your chance!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Underdog	
"We can't mess around with foes this big. Buff up to be safe!"	Effect: +1 tier to buff Arts; gain Invincibility I.

Aura Ready	
I see a window! Buff up now!	Effect: +250 TP to target; (50% chance of 500 TP).

Wayward Weather	
"Cripple 'em! They have to deal with these conditions, too."	Effect: +3 tiers to debuff Arts; bypasses debuff resistances.

Stunner	
"I made sure they can't move. Attack from range!"	Effect: +25% damage; +50 TP per hit.

Draw Ranged	
"Be careful. Let's weaken them first!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

HP Risk	
"We should buff up now and play it safe!"	Effect: +250 TP (rarely +500 TP).

Last Words	
"Use an aura… Hold out just a little longer…"	Effect: Gain Invincibility II.

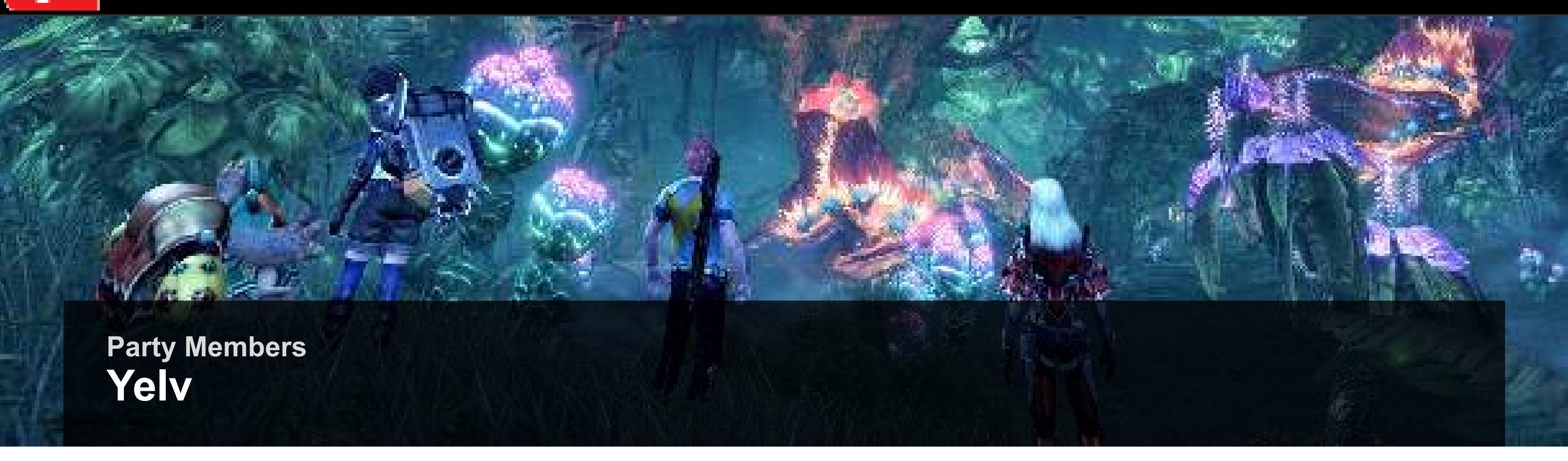
Dismemberer	
"Enemy damage confirmed. Weaken them!"	Effect: +2 tiers to debuff Arts; bypasses debuff resistances.

Artful Execution	
"Wow, I did it! Cripple 'em and pile on the hits!"	Effect: +1 tier to debuff Arts; bypasses debuff resistances.

Activate Overdrive	
"Now's a good time to use an aura!"	Effect: +1 tier to auras; reduces cooldown by 50%.

Medicine Man	
"Are we having a 'bro moment'? Okay then, fire away!"	Effect: Inflicts Physical Res Down I.

Binder	
"I'll hold 'em. Shoot 'em from behind!"	Effect: +150% damage (+200% from behind).



Yelv

Class	Blast Fencer+
Division	Reclaimers
Usual Location	Commercial District
Recruitment Requirements	Complete “Meeting Yelv” affinity mission.
Character Note	After your first encounter with Yelv in the back alleys of the Commercial District, you might begin to question BLADE’s recruitment standards, but behind the hostile posturing is a dependable fighter with more than a little in common with the protagonist. His Blast Fencer support capabilities and tricky signature Arts don’t hurt his cause, either.

Signature Art 1

Essence Exchange	
Acquired Rank	5
Target	Self
Description	Swaps current HP and TP.

Signature Art 2

Master Gunner	
Acquired Rank	11
Target	Self
Description	Requires TP, Boosts ranged attack, Boosts potential, Boosts appendage damage.

Arts

Galactic Cataclysm, Novalibrium, Astral Purge, Subterfuge, Master Gunner, Starfall Blossom, Astral Heal, Astrolibrium, Myopic Screen, Ether Blast, Essence Exchange, Geolibrium, Gravity Cloak, Starfall Rondo, Beam Barrage, Starfall Blade

Skills

Inner Search, Beam Boost, High Tension, Mechanoid Slayer, Knight’s Soul, Supreme Sword, Secondary Accelerator, Synchrony

Soul Voices

Draw Melee	
“Use melee attacks for double the hurt!”	Effect: +100% damage.

Opening Art	
“Move in close and hit ’em where it hurts!”	Effect: +100% damage (+200% from behind).

HP Peril	
“I’m in bad shape! Heal me!”	Effect: +25% to Soul Heals; gain Invincibility I.

Heavy Hitter	
“Now smash ’em with a melee attack!”	Effect: +50% damage.

Underdog	
“The big guy’s gettin’ weak! Attack from a distance!”	Effect: +25% critical chance; gain Critical Power II.

Aura Ready	
“Use an aura and regroup!”	Effect: +50% to Soul Heals; removes debuffs.

Finishing Blow	
“The next chump’s getting a face full of bullets!”	Effect: Reduces cooldown by 50%.

Daredevil	
“It ain’t over! Gun ’em down!”	Effect: +25% damage; +50 TP per hit.

Draw Ranged	
“Blast away! Don’t give ’em a chance to fight back!”	Effect: +50% damage.

HP Risk	
“Ow, man! Somebody patch me up!”	Effect: +50% to Soul Heals.

Last Words	
“Forget about me and keep shooting!”	Effect: +300 TP per hit.

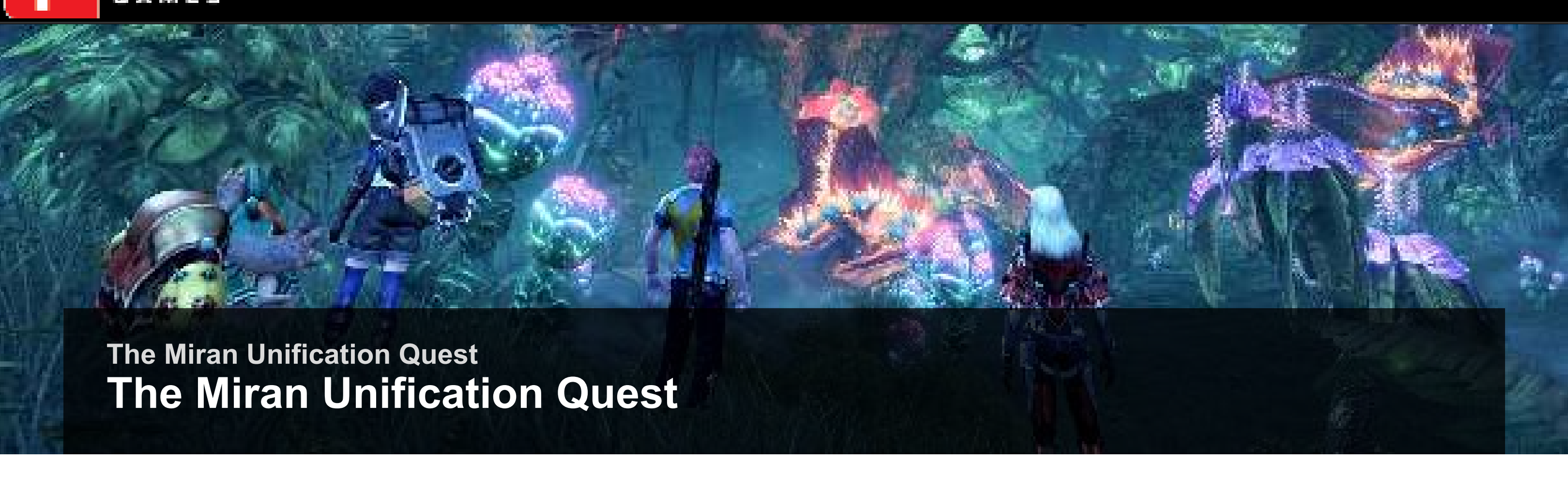
Dismemberer	
“Bam! Now take it in close and REALLY punish ’em!”	Effect: +150% damage (+400% from behind).

Artful Execution	
“Aw yeah! Finish ’em off at range!”	Effect: +50% damage (+100% from the side).

Activate Overdrive	
“Overdrive! Let’s run ’em down!”	Effect: Removes debuffs; gain Invincibility II.

Medicine Woman	
“How ’bout an aura to REALLY make me blush?”	Effect: Reduces cooldown by 50% (rarely 75%).

Skell Crush	
“I think something’s busted, but who cares? Open fire!”	Effect: +200% appendage damage.



The Miran Unification Quest

If humanity hopes to stand any chance against the Ganglion, then they will have to stand together and stand with friends.

Battle Menu

They will have to reach out to the unknown. They will need to know when to be diplomatic and when to defend themselves.

Jolimbo

This is very very very bad news, although at least you were around when it happened, no?

They will have to make the right decisions in conversation or in battle.

Finally, and most importantly, they must know the lay of the land.

How to Use This Walkthrough

Xenoblade Chronicles X is an extremely open-ended game, which puts the vast majority of moment-to-moment decisions entirely in the players' hands.

There are no traditional "stages," "dungeons," or "mazes" in the sense of many role-playing games. Mira is a living, breathing world containing expansive interconnected territories, all of which play to separate themes, but whose terrain and challenges are constantly mixed and matched. The result is that adaptation not only becomes just as important as preparation, but sometimes is the only option.

United States

This walkthrough honors that spirit. It will be your ultimate reference tool for mission completion, as well as battles, events, and collectibles. We will also provide insights into game mechanics and even provide tips on maintaining a brisk pace for game completion.

However, the journey between all of these points of interest—which are clearly labeled on mission objective lists, or as large arrows and dots on the game's maps—is left entirely up to you, the player. Due to factors ranging from player skill and playstyle to simple human taste, each "optimal" run through Xenoblade Chronicles X's story will differ with each player.

In short, we'll tell you where to go and how to handle yourself when you arrive. Getting there, however, is your own unique adventure. Are you ready?

Walkthrough Components

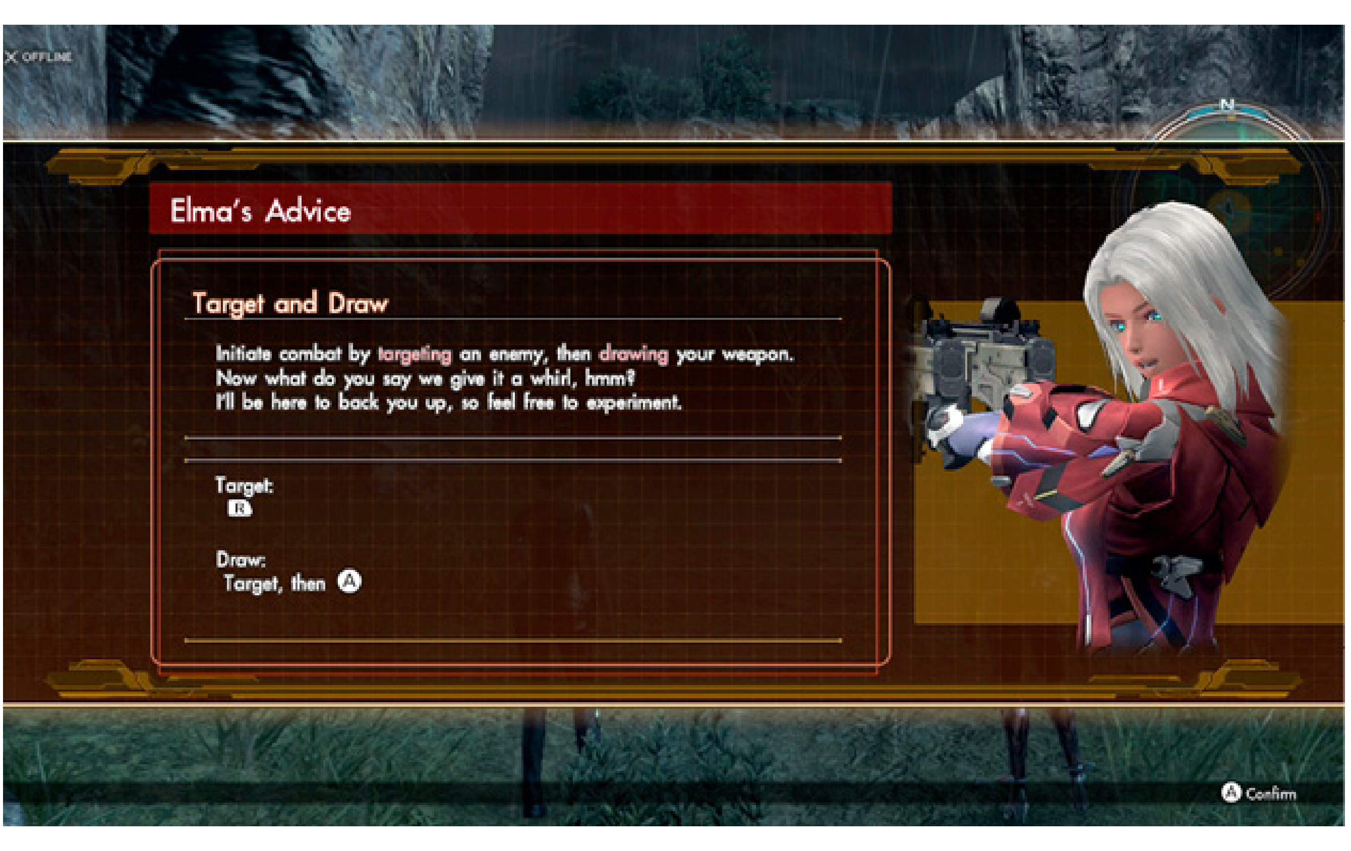
Chapter Prerequisites

Story missions have requirements that must be fulfilled before you can tackle them. These usually require exploring more of Mira, doing some missions, unlocking field skills, raising Affinity between characters, or gathering collectibles. We'll tell you how to efficiently clear these so you can get to the sweet story meat you crave.

Mechanical Advancements

Xenoblade Chronicles X doles out new game mechanics during the course of the entire story. All of these new mechanics give you more fun ways to play the game, so you'll definitely want to dig into them once they pop up. We tell you how.

Mechanical Advancement: Basic Combat Ability



Elma's Advice

Target and Draw

Initiate combat by targeting an enemy, then drawing your weapon.
Now what do you say we give it a whirl, hmm?
I'll be here to back you up, so feel free to experiment.

Target:
R

Draw:
Target, then A

A Confirm

The Prologue will get you used to the basics of the combat system so that you can easily dispatch enemies. Combat will get far more complex—and rewarding—as your adventure on Mira progresses. If you want to know how deep the rabbit hole goes (as well as get an early jump on mechanics such as Soul Voices) check out the Combat Rundown in A Primer for Prospective Citizens of Mira section.

For now, however, get used to targeting enemies with **(R)** and draw your weapon by pressing **(A)** once you've targeted them.

Story Mission Walkthrough

The meat of our mission walkthroughs, this step-by-step section outlines mission objectives and how to best accomplish them.

New Story Mission: "Chapter 1"

Objective 2

Head to Mission Control in New LA's administrative district.

Lv.43
Beryllium Oc-serv
Cauldros
Kw'arah Cloister
03:48
LATE NIGHT
Daring DX
US0232 Police
Dashing X
Caring X
Skell Fuel
Target Lock
Target
Select Art
Exit Skell
Ya-zhol, the Thundercloud
Slay Ya-zhol, the Thundercloud in Cauldros.
SIDE / LOW

Follow the mini-map to Mission Control in the BLADE Concourse to learn how to grab Missions from its bulletin board. Introduce yourself to Eleonora while you're at it—she handles your BLADE rankings and doles out rewards when your rank rises.

Tatsu's Tips

Is there special treasure waiting out there or a great way to dispatch an enemy? Tatsu is here with helpful tips to get the absolute most out of your mission!

Tatsu's Tips: Keep A Wide Berth

Right now, both of your party members are rocking single-digit levels—you start at level 1, and Elma starts at level 5. Make absolutely sure to avoid enemies that are more than a few levels above you!

Q&A Time!

Frequently during cutscenes and dialogue, you will be allowed to respond to characters' words and actions. Sometimes doing so will raise Affinity with your party members.

Q&A Time!

Elma

"How are your limbs? Can you move?"

Answers

Nod: Show your body is working fine.

Shake Your Head: Show you're still disoriented.

Caution

Always heed the warnings in these red boxes—doing so could save your hide!

Tyrants Rule For A Reason

Tyrants are no joke. They look like regular enemies but are far more ferocious than their size and level let on. Think of them as boss-class versions of your usual indigens. Even if they're your level numerically, you should approach them with extreme caution.

Enemy and Boss Battles

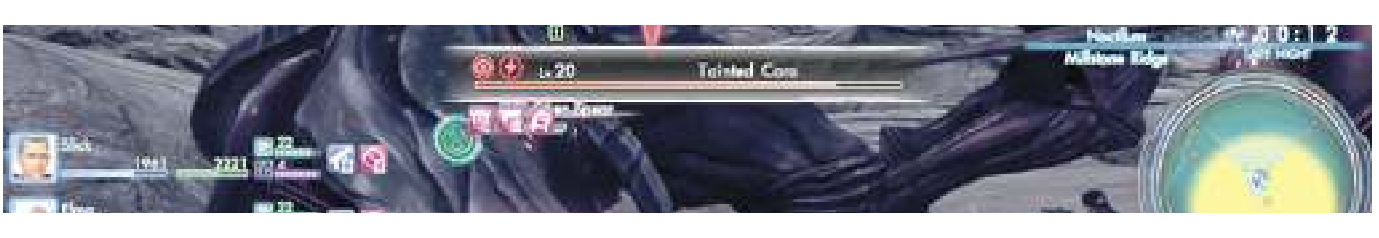
Many missions involve bouts against vicious enemies or imposing bosses—you'll find data on them here, along with strategies on how to beat them and attacks to watch out for.

Tainted Caro x3

Lv. 21-30: Enemy

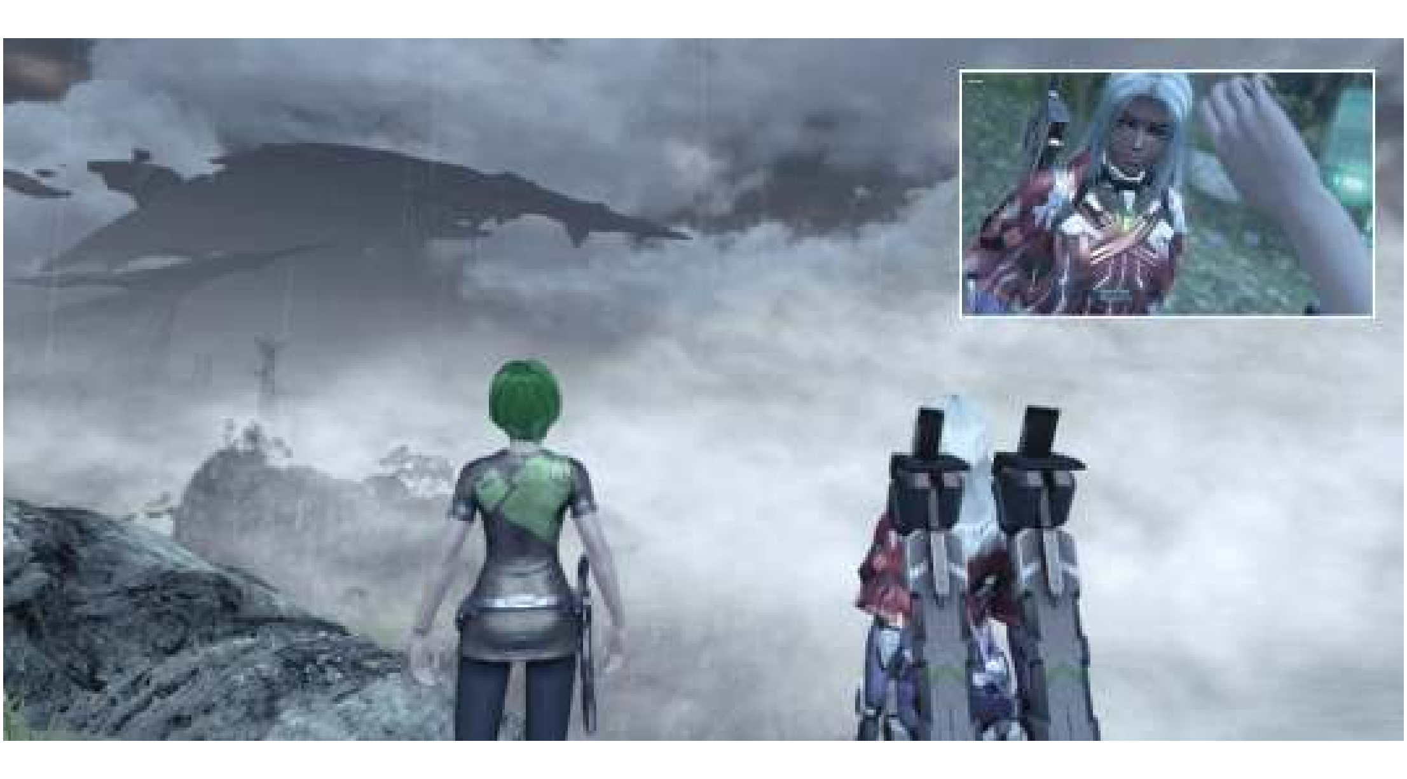
Tainted are tough and fast, lashing out with powerful Bite attacks and debuffing Roars. Absolutely stay behind these monsters if you can while dishing out your attacks. Try to be at least level 25 before wandering into this battle.

Topple is your best friend here, as is noting elemental weaknesses: If all else fails, use fire.



The Miran Unification Quest

Prologue: Awakening



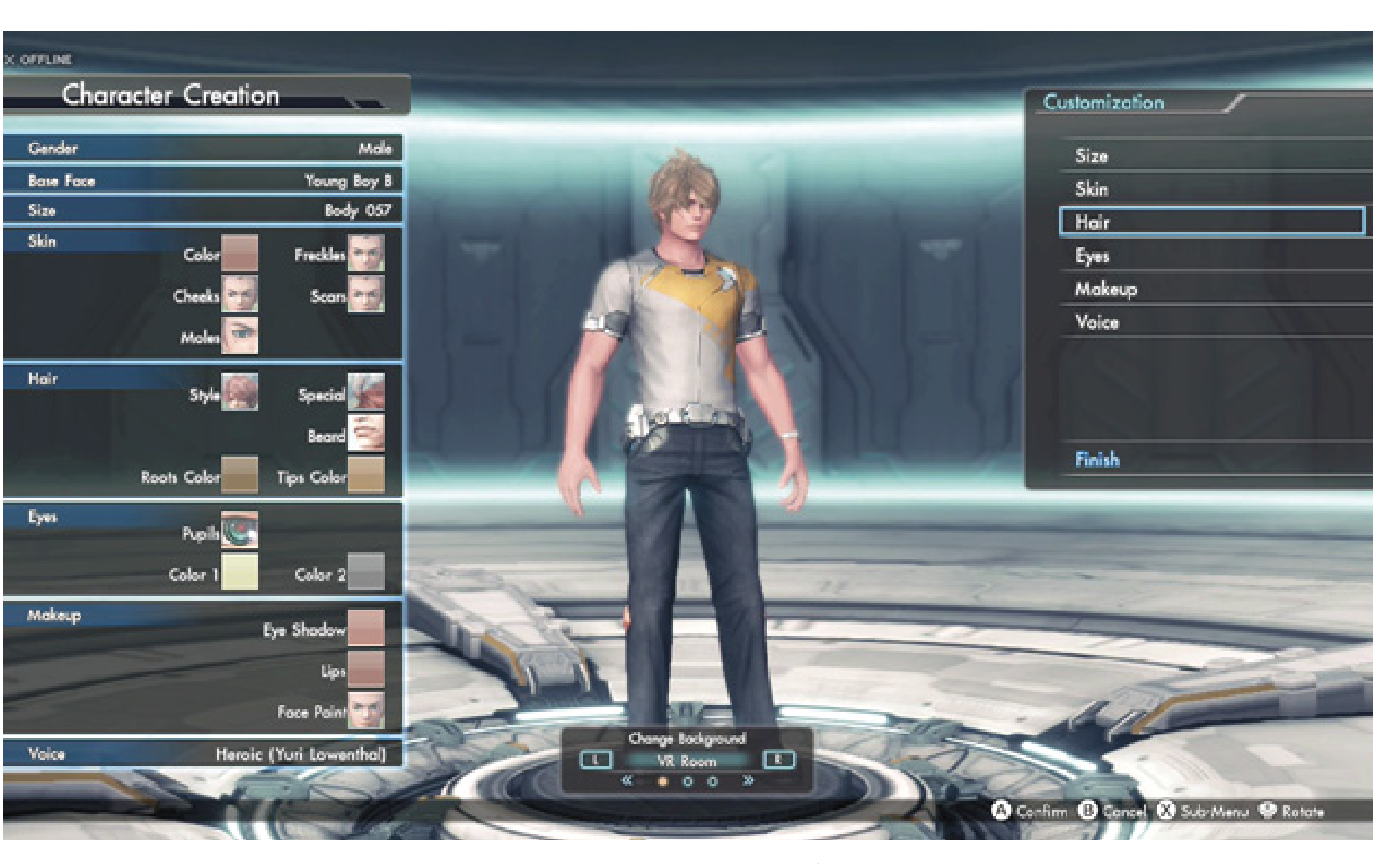
Your adventure begins here and now, after humanity crash-lands on the distant and unknown planet of Mira. Your actions will shape the fate of an entire race…but right now, you have to make it to sanctuary in one piece!

Chapter Prerequisites

To access the Prologue, begin the game at the title screen. Nothing could be easier!

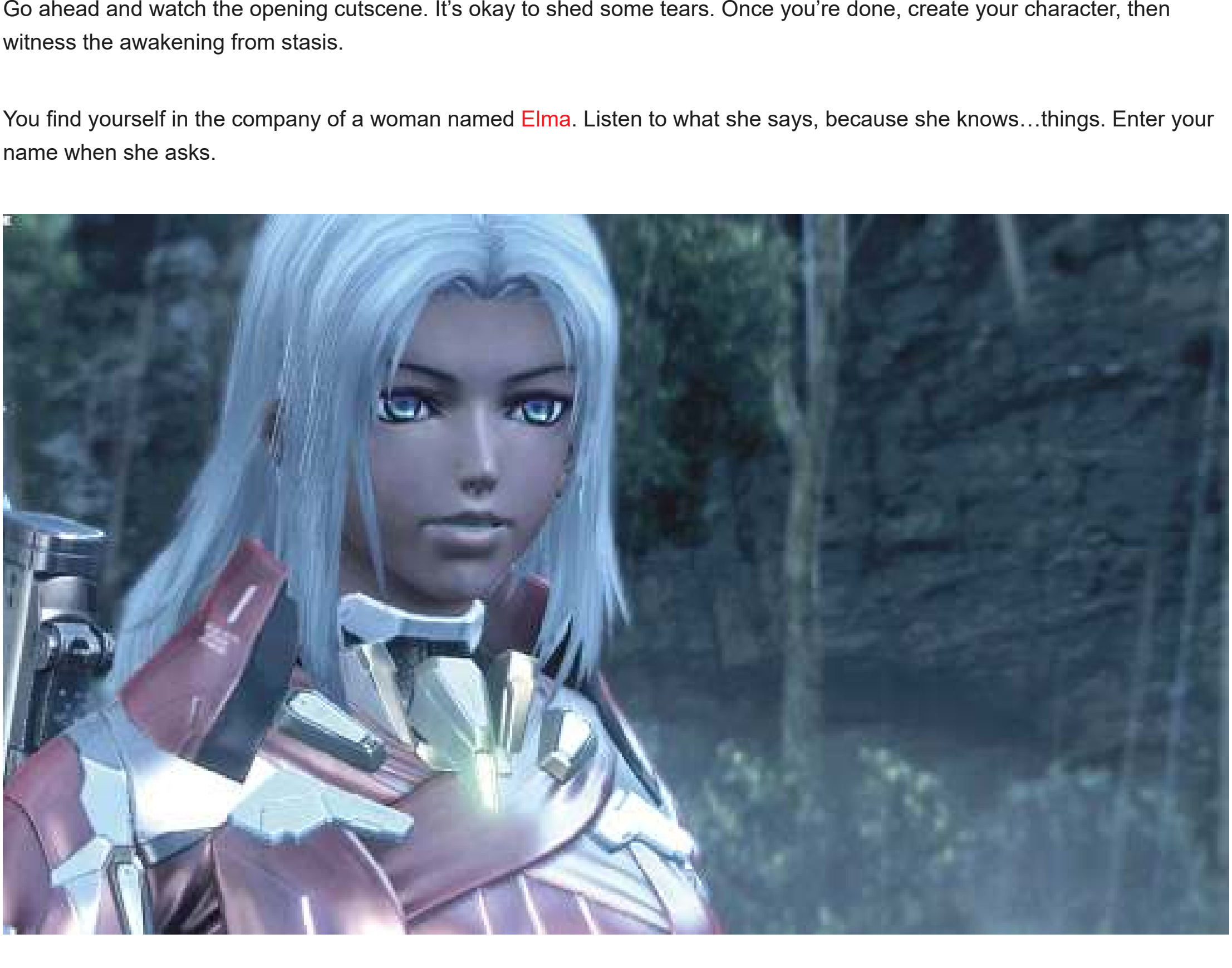
Story Mission Walkthrough

X OFFLINE
LOGIN ID > ELMA
PASSWORD > ▼▲▼▲▼▲▼▲▼▲▼▲▼▲▼
INDIVIDUAL RECOGNITION ATTESTATION


X OFFLINE
Character Creation
Gender Male
Base Face Young Boy B
Size Body 057
Skin
Color
Freckles
Cheeks
Scars
Moles
Hair
Style
Special
Beard
Roots Color
Tips Color
Eyes
Pupils
Color 1
Color 2
Makeup
Eye Shadow
Lips
Face Paint
Voice Heroic (Yuri Lowenthal)
Customization
Size
Skin
Hair
Eyes
Makeup
Voice
Finish
Change Background
VR Room
Confirm
Cancel
Sub-Menu
Rotate

Go ahead and watch the opening cutscene. It's okay to shed some tears. Once you're done, create your character, then witness the awakening from stasis.

You find yourself in the company of a woman named Elma. Listen to what she says, because she knows…things. Enter your name when she asks.



Q&A Time!

Elma

"How are your limbs? Can you move?"

Answers

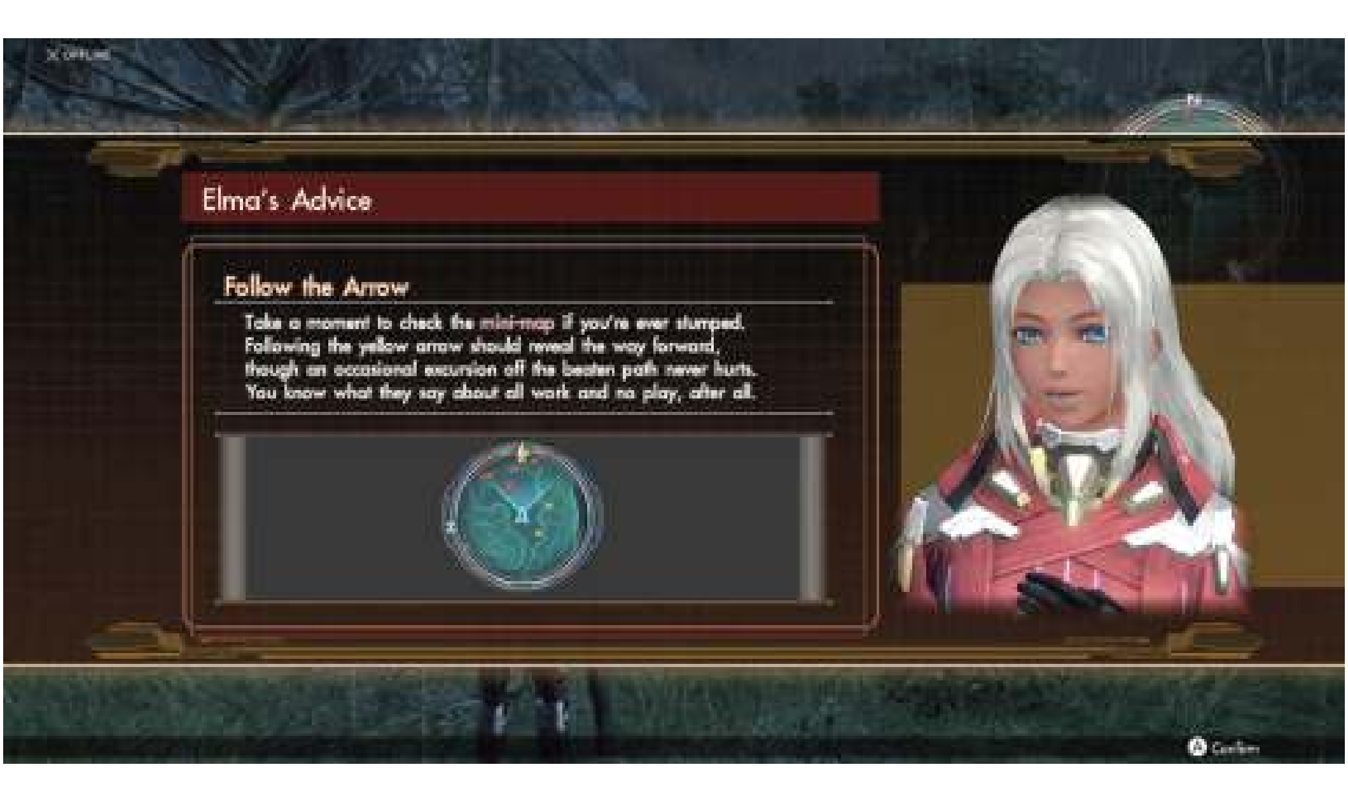
Nod: Show your body is working fine.

Shake your head: Show you're still disoriented.

Mechanical Advancement: Mini-Map

The Prologue gives you access to the mini-map, which guides you to your next objective, warns you of dangers, and alerts you to helpful items like treasure chests and camps. For now, follow the yellow arrow, but you don't have to do so in a straight line—veer off the beaten path once in a while! You never know what you might find.

For more information on the mini-map and how it can help you on your journey, check out the Exploration section of the Primer.



Elma's Advice

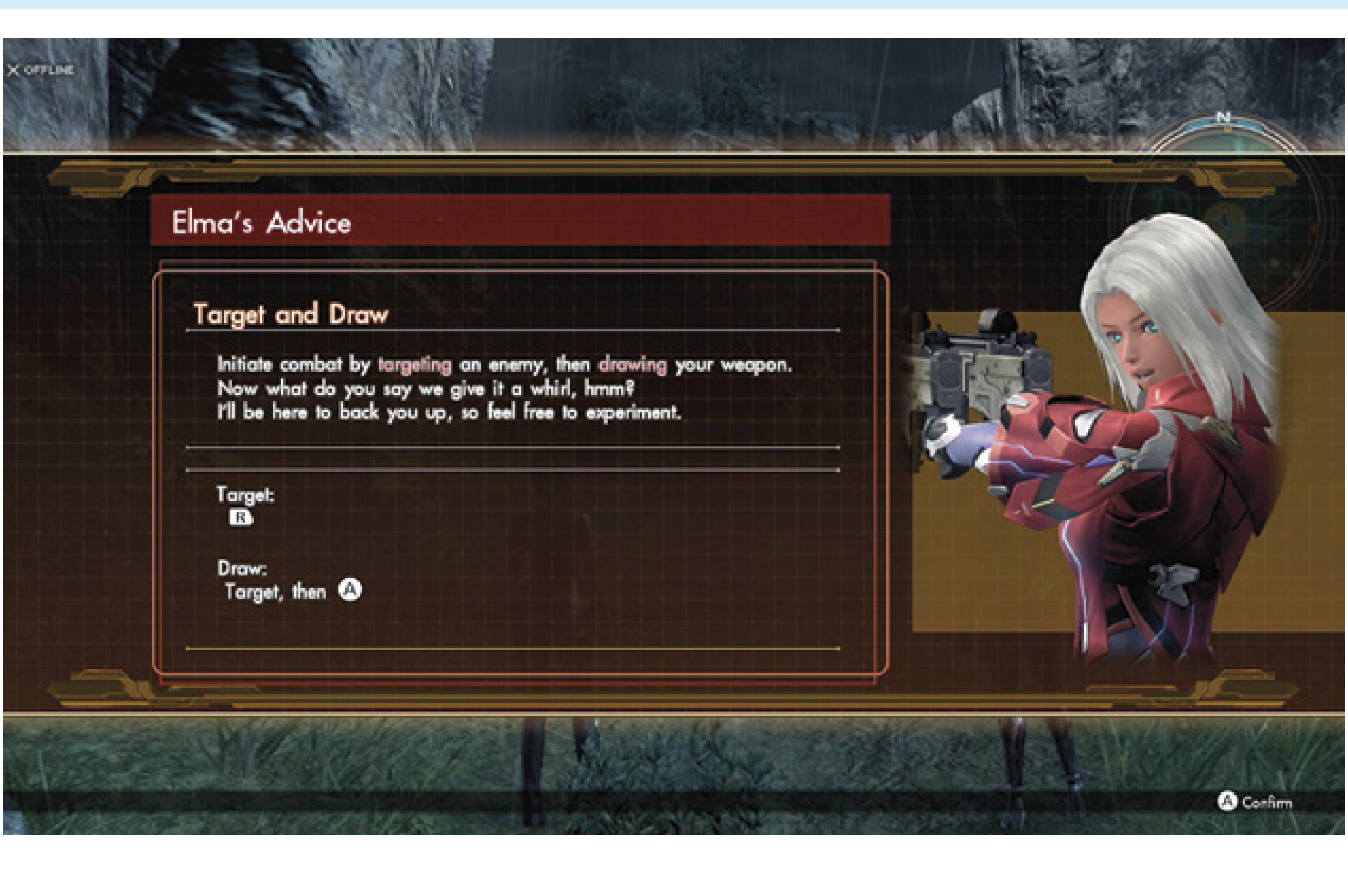
Follow the Arrow

Take a moment to check the mini-map if you're ever stumped. Following the yellow arrow should reveal the way forward, though an occasional excursion off the beaten path never hurts. You know what they say about all work and no play, after all.

X OFFLINE
N
Confirm

Once Elma tosses you a weapon for self-defense, head forward to a cutscene and then your very first battle.

Mechanical Advancement: Basic Combat Ability



Elma's Advice

Target and Draw

Initiate combat by targeting an enemy, then drawing your weapon. Now what do you say we give it a whirl, hmm? I'll be here to back you up, so feel free to experiment.

Target:
R

Draw:
Target, then A

X OFFLINE
N
Confirm

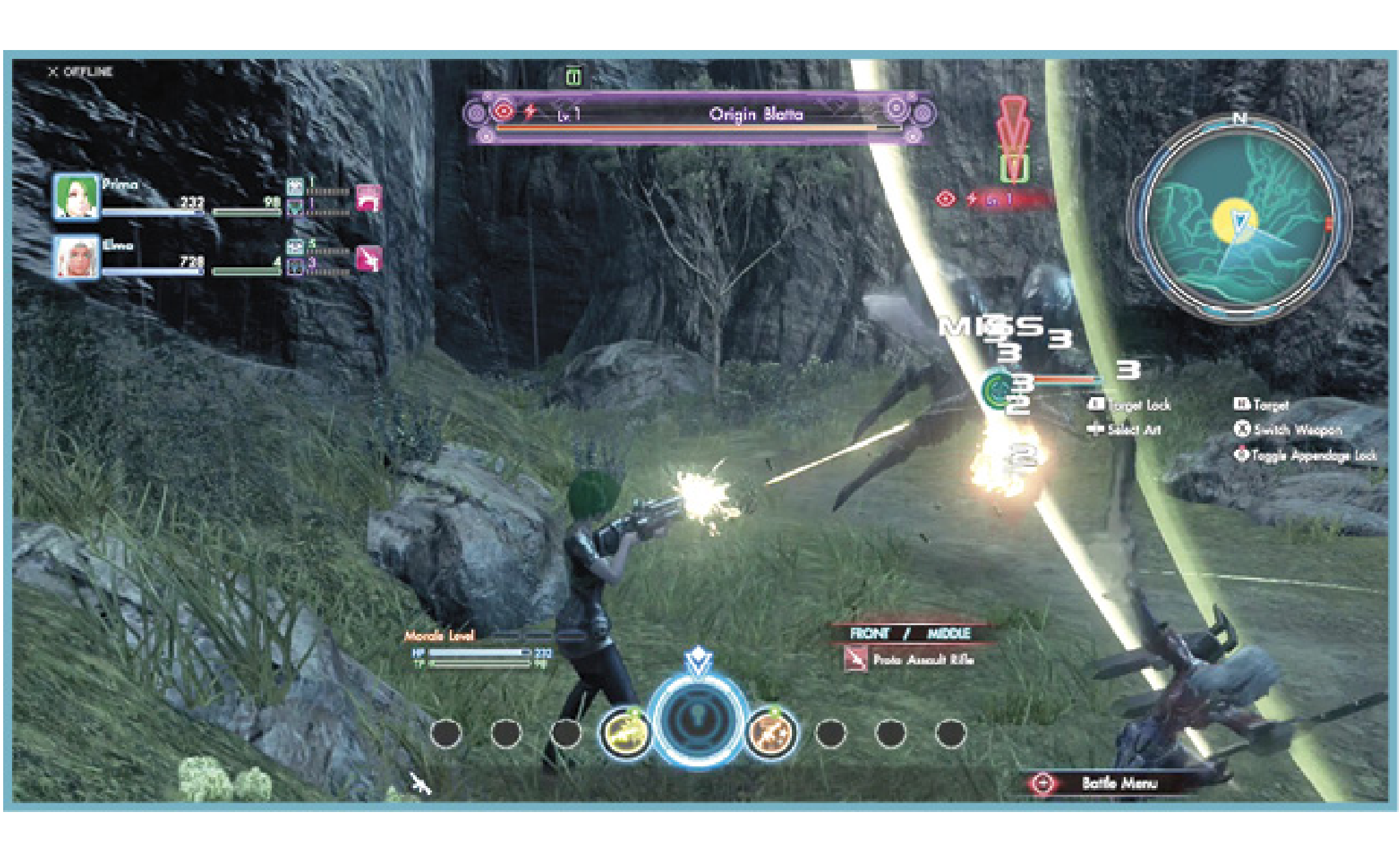
The Prologue will get you used to the basics of the combat system so that you can easily dispatch enemies. Combat will get far more complex—and rewarding—as your adventure on Mira progresses. If you want to know how deep the rabbit hole goes (as well as get an early jump on mechanics such as Soul Voices) check out the Combat Rundown section in our Primer.

For now, however, get used to targeting enemies with **(R)** and drawing on them by pressing **(A)** once you've targeted them.

Origin Blatta

Lv. 1: Boss

This battle is here as a quick tutorial on how battles work. In general, you want to strafe around the enemy, striking at its sides and back. There's rarely a good time to charge enemies from the front—at least for now.


X OFFLINE
Lv. 1
Origin Blatta
Prima
Elma
MISS
Target Lock
Select Art
Target
Switch Weapon
Toggle Appendage Lock
Morale Level
FRONT / MIDDLE
Proto Assault Rifle
Battle Menu

Q&A Time!

Elma

"There's plenty of work back in the city for someone who knows how to handle a weapon, you know."

Answers

Nod: Show interest in finding work.

Scowl: Look depressed at the idea of work.

X OFFLINE
Reset Camera
Toggle Sprint
Target
Switch Weapon
Jump

Continue onward, in the general direction of the yellow arrow. If you want to do some light exploring, go for it. Check the yellow boxes on the mini-map if you want to be directed to treasure chests.

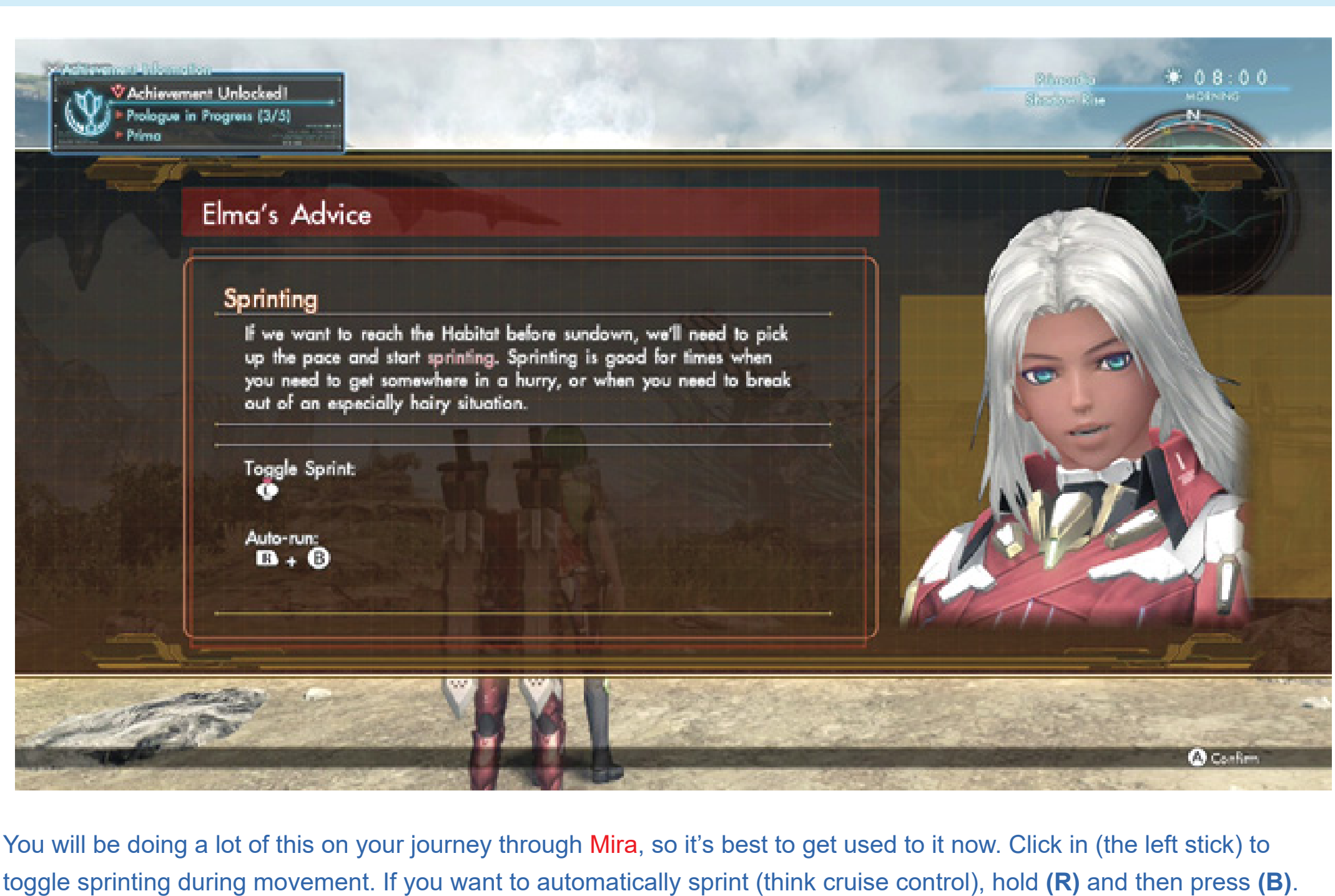
Tatsu's Tips: Keep a Wide Berth

Right now, both of your party members are rocking single-digit levels—you start at level 1, and Elma starts at level 5. Make absolutely sure to avoid enemies that are more than a few levels above you! By default, level numbers are shown above enemies' heads.

Keep following the yellow arrow until you are led to the flashing yellow circle indicating your destination. It is here that Elma will show you the vastness of planet Mira, and you'll get your first look at New Los Angeles, your home-to-be.

X OFFLINE
Reset Camera
Toggle Sprint
Target
Switch Weapon
Jump

Mechanical Advancement: Sprinting



Achievement Unlocked!
Prologue in Progress (3/5)
Prima

Elma's Advice

Sprinting

If we want to reach the Habitat before sundown, we'll need to pick up the pace and start sprinting. Sprinting is good for times when you need to get somewhere in a hurry, or when you need to break out of an especially hairy situation.

Toggle Sprint:
L

Auto-run:
R + B

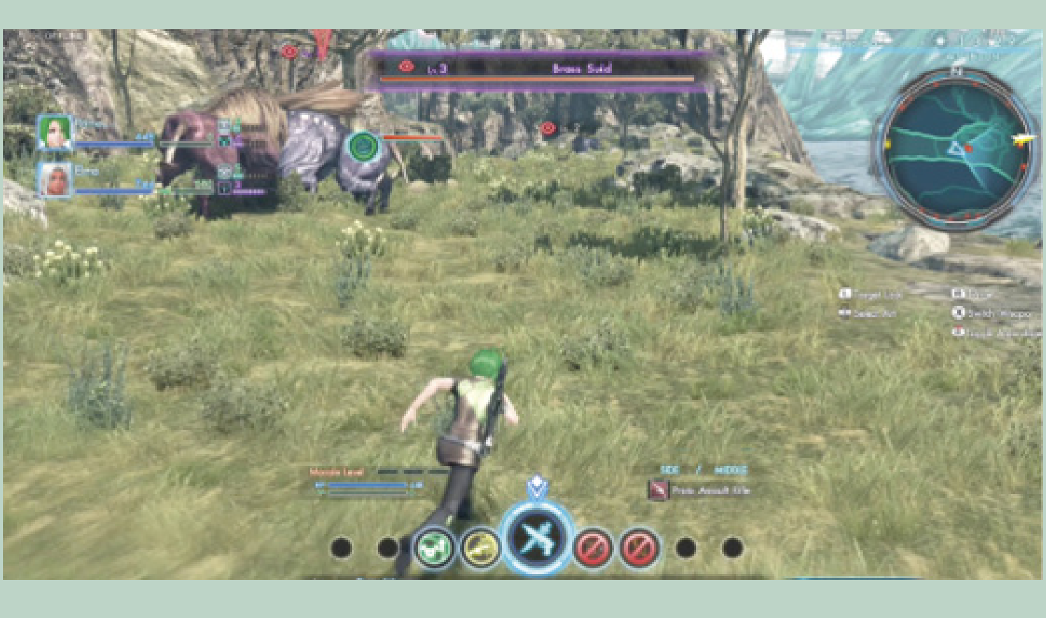
08:00
MORNING
N
Confirm

You will be doing a lot of this on your journey through Mira, so it's best to get used to it now. Click in (the left stick) to toggle sprinting during movement. If you want to automatically sprint (think cruise control), hold **(R)** and then press **(B)**.

You have a new objective now: getting to New LA. As Elma says, the high road is your best bet for survival, as lower level indigens roam above. If you jump down below (don't worry, there's no fall damage), you'll have a slightly more direct path, but also have to sneak around higher-level indigens. Whatever your choice, follow the yellow arrow once more.

X OFFLINE
United States

Tatsu's Tips: More on Enemy Levels



Although levels are shown above enemies' heads, there's an even easier way to tell if they're safe to fight. As a general rule of thumb, if an enemy is of the same size or smaller than you, and it has purple or white text for its level indicator, then you stand an excellent chance against it.

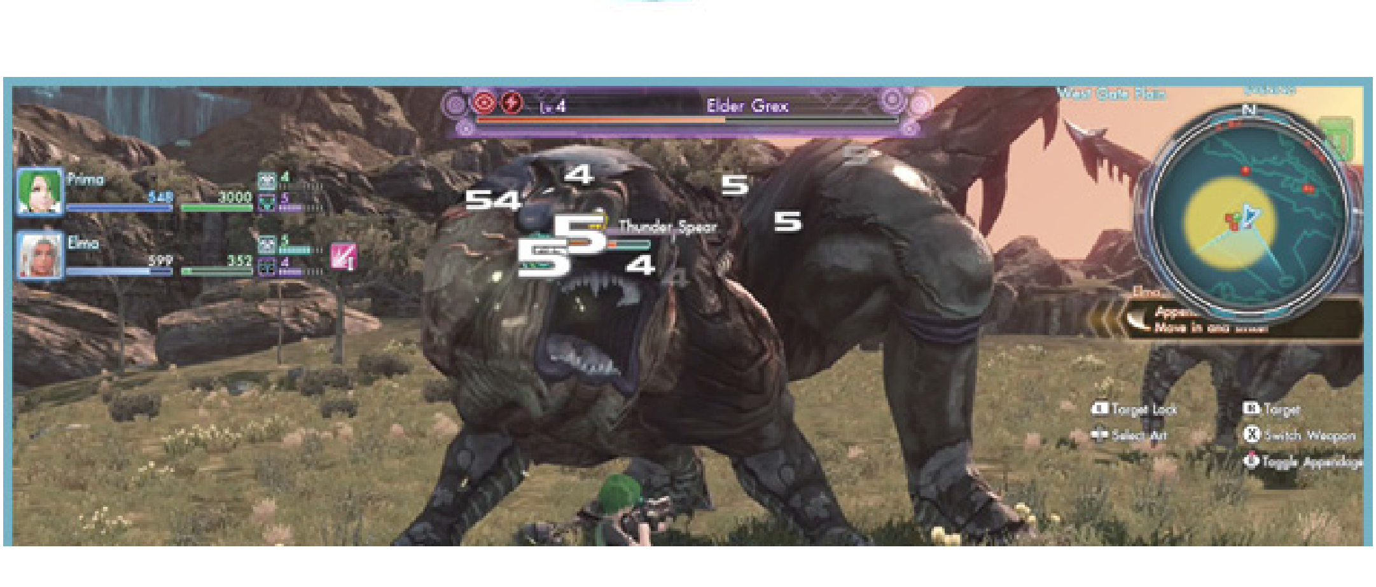
Use this knowledge to get your levels up to par with the surrounding indigens—trust us, you'll need them!

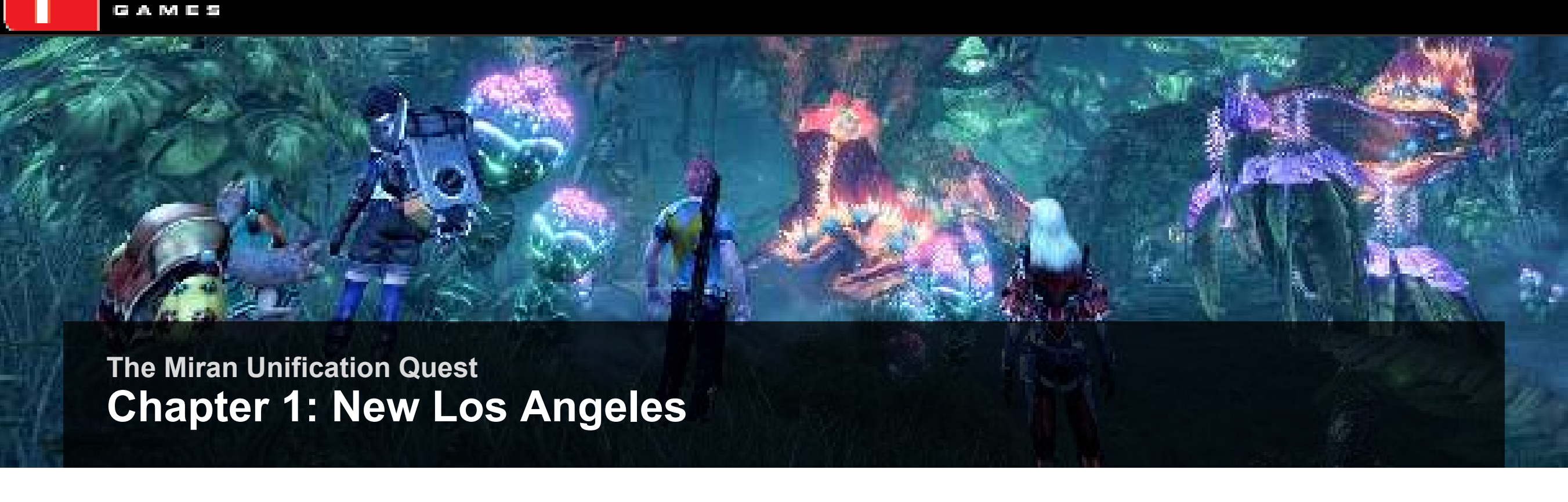
More on enemy levels and sizes, and on picking your fights wisely, can be found in the Exploration section of the Primer.

Eventually, you'll reach the West Gate of New LA. You can't just walk in, though: Some nasty indigens don't want you to make it inside alive.

Callow Grex x2

Lv. 3: Enemy


Lv. 4
Elder Grex
Prima
548
3000
Elma
599
352
54
4
5
Thunder Spear
Target Lock
Select Art
Target
Switch Weapon



The Miran Unification Quest

Chapter 1: New Los Angeles

Welcome to New LA! This chapter's a bit of a break after your mad survival dash through the Prologue. In this chapter, you'll meet the rest of humanity, make some friends, and be shown around the city proper.

Chapter Prerequisites

There are no prerequisites besides completing the Prologue—Chapter 1 starts directly after you do so.

Story Mission Walkthrough

Upon arriving in New LA, Elma gives you a tour of the city, starting with the Industrial District. Along the way you'll be introduced to some of your primary party members and supporting cast. First up are Irina and Gwin.

Q&A Time!

Irina

"Nice work out there, ma'am."

Answer

Show interest: Ask who these two people are.

Look puzzled: Wonder why they call Elma "ma'am."

After the cutscene, head to the nearby yellow dot to meet Doug and Lin.

Q&A Time!

Lin

"I'm Lin Lee Koo—mechanic and top all-around fix-it gal for BLADE."

Answer

Look skeptical: Find out how old Lin is.

Look worried: Find out what happened with the exhaust.

Go ahead and add Lin to your active party, then head to the flashing dot on your mini-map and talk to the NPC with the green exclamation point over his head. He pilots a transport, which allows you to get a view and tour of New LA via cutscene.

You land in front of BLADE Tower in the Administrative District. Feel free to explore and talk to the locals. When you're ready to progress, the yellow arrow on your mini-map directs you to the BLADE barracks.

Q&A Time!

Elma

"Consider yourself our guest until we finish getting you registered. Feel free to come and go as you please."

Answer

Show interest: Ask about registration.

Look away: Frown and say nothing.

You'll be introduced to Secretary Nagi and learn about BLADE—the military organization that handles matters of exploration, combat, and peacekeeping for the human race on Mira.

Q&A Time!

Nagi

"Well then…where should we begin?"

Answer

Inquire: Ask how we ended up on Mira.

Clarify: Ask for more information about BLADE.

Question: Ask about registration.

Note: This dialogue choice loops after each question is asked. Giving each of these answers will allow you to learn different things about the situation of the human race and BLADE, as well as the importance of the Lifehold. Go ahead and exhaust all of your choices.

Once you're done in the barracks, it's time for another tour. From here on, the game is broken up into missions and objectives that take place within those missions.

New Story Mission: Chapter 1

Take a guided tour of the BLADE Administrative District with Lin and Elma and learn more about life as a member of BLADE.

Objective 1

Leave the BLADE barracks.

This one's simple enough. Explore the barracks at your leisure. When done, simply head for the doors located at the flashing dot on your mini-map.

You'll be sent on a cutscene tour of the Administrative District, starting with an introduction to Skells. It's here where you'll also learn of Lin's…admiration…for all things robotic.

Q&A Time!

Lin

"Get…a load…of that Skell… Even the way that they WALK is sooo coooool… Oh yeah, work it baby…"

Answer

Clarify: Ask what a Skell is.

Geek out: Gaze longingly at the Skell.

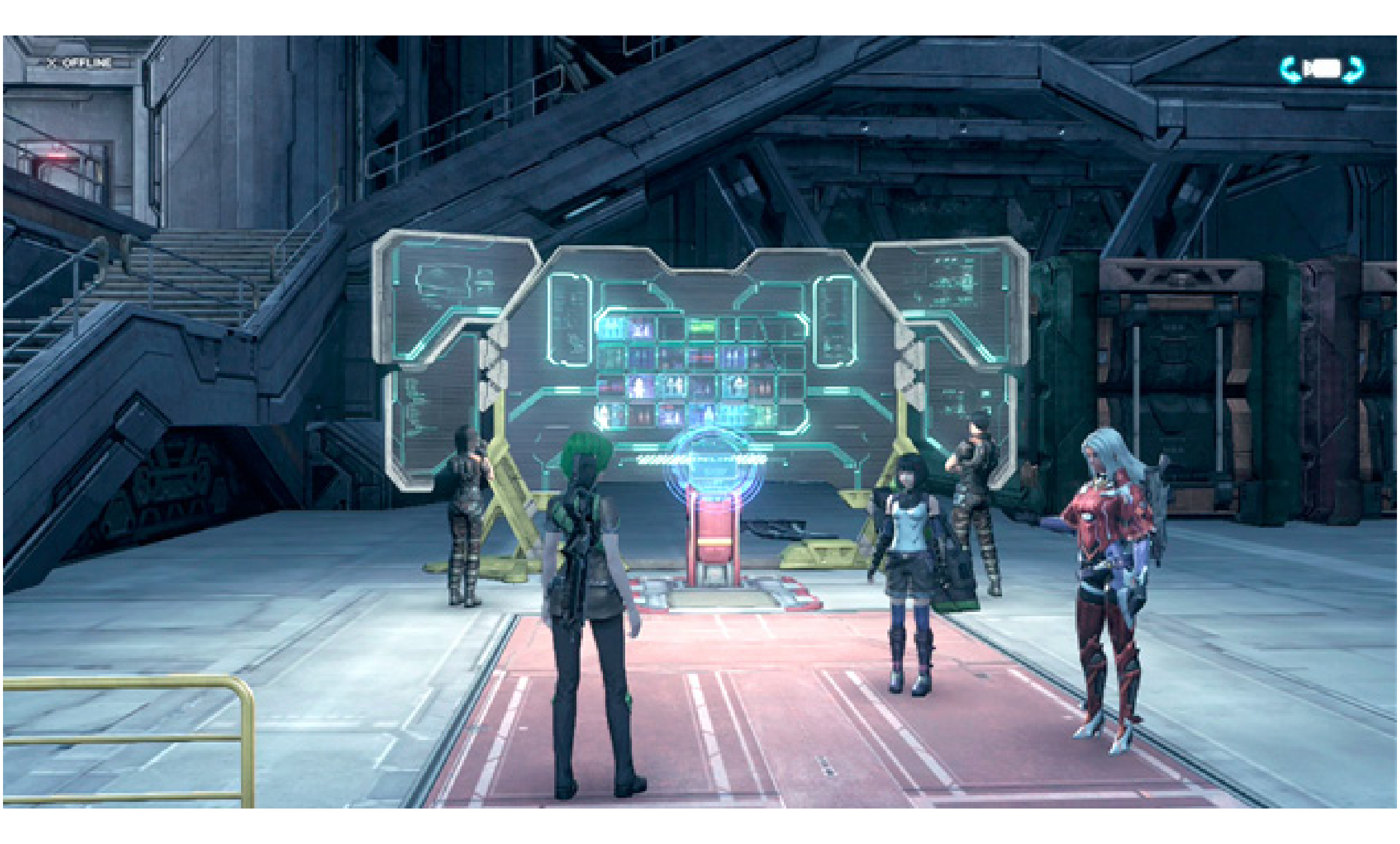
Objective 2

Head to Mission Control in New LA's Administrative District.

Follow the mini-map to Mission Control in the BLADE Concourse to learn how to grab missions from its bulletin board. Introduce yourself to Eleonora while you're at it—she handles your BLADE rankings and doles out rewards when your rank rises.

Objective 3

Head to the BLADE Scout Console in New LA's Administrative District.



The Scout Console is directly to the right of Mission Control. Approach it and Lin will give you the rundown.

Objective 4

Head to Armory Alley in New LA's Administrative District.

Armory Alley is around the corner from the Scout Console. Follow your mini-map to keep this show going.

Tatsu's Tips: The Best (And Only?) Deals on Mira

Landmark Discovered
Armory Alley

You might have seen this alley on the way to the BLADE barracks previously: This is your one-stop shopping mall for everything your party needs to be battle ready. Gear, Skells, augments, you name it—if it lets you fight, odds are it can be bought or upgraded here. Armory Alley gets better wares as your adventure progresses, so be sure to keep coming back.

Objective 5

Head to BLADE Tower's entrance in New LA's Administrative District.

BLADE Tower is on the other side of the block where Mission Control and the Scout Console are located. Follow your mini-map. After this stop on the tour, this mission is over—and so is the chapter! Head back to the barracks when you're ready to start Chapter 2.

The Miran Unification Quest

Chapter 2: The New Frontier

Here you'll get a crash course in the duties of BLADE, humanity's military organization. Are you up to the task?

Chapter Prerequisites

There are no prerequisites for this chapter—going back to the BLADE barracks per Elma's request at the end of Chapter 1 triggers it.

Story Mission Walkthrough

Right at the end of Chapter 1, Elma suggests that everyone go back to the BLADE barracks. Go ahead and do so when you're ready, because you're going to be scouted for BLADE the second you do.

Q&A Time!

Nagi
"Well, friend, what do you say? Can we count on you to do your part?"
Answer
Accept: Look into Nagi's eyes and nod firmly.
Refuse: Shrug your shoulders and shake your head.

Whichever answer you pick, Nagi's sly wit will make it so that you're drafted into BLADE no matter what. Soon afterward, you'll be thrust into your first BLADE training mission.

New Story Mission: Chapter 2

Install the data probe at the FrontierNav site and complete your training.

The Student Becomes the Teacher

Need a quick and early power boost? Go ahead and use the Active Members menu to switch Elma to the party leader and playable character. Since she starts out at a higher level than your avatar, she can dispatch indigens more easily, and help bring your avatar up to speed.

Objective 1

Head to the designated site on the East Gate Plains.

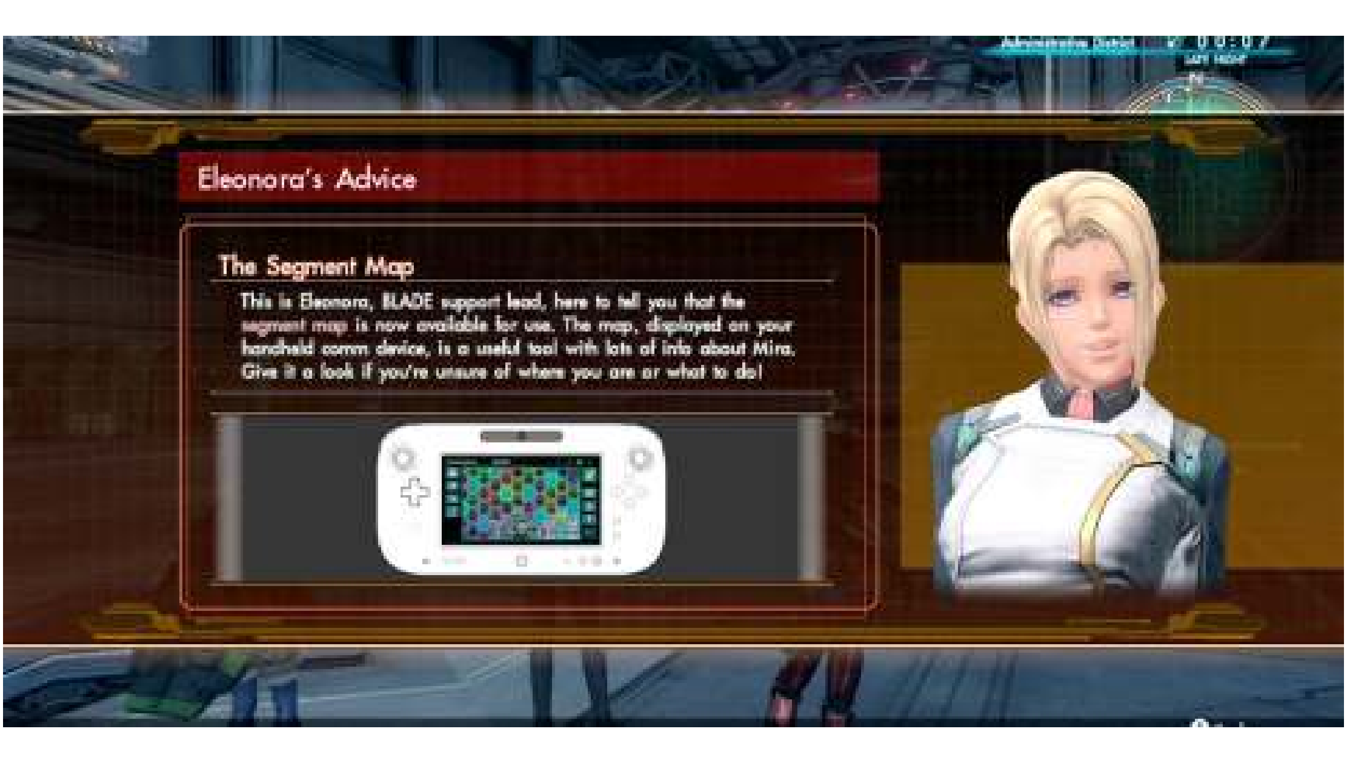
Go ahead and leave the barracks. In a cutscene, Elma and Lin ruminate on the state of the gates leading out of New LA.

Q&A Time!

Lin
"One of our teams must have gone out there and kicked some furry indigen butt, huh?"
Answer
Boast: Suggest it was you and Elma.
Speculate: Suggest it was Irina and Gwin.

Mechanical Advancement: The Segment Map

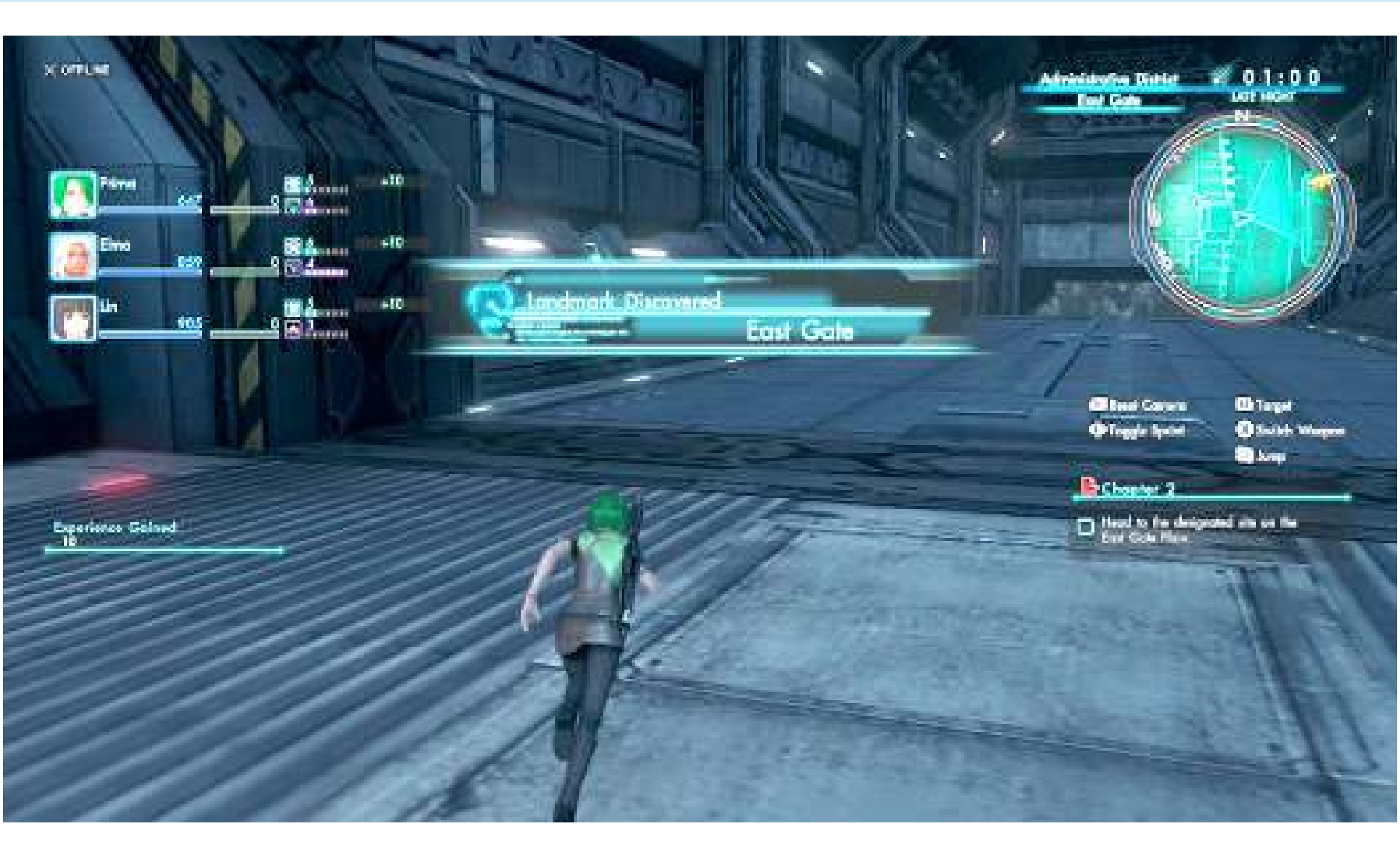
The segment map, found on the screen of your Wii U GamePad, is your absolute best friend in Xenoblade Chronicles X. The more of Mira you explore, the more of Mira gets put at your fingertips, allowing you to get detailed information about regions, missions, and even fast travel. For a more detailed rundown of its capabilities, refer to the Segment Map section in the Primer.



Eleonora's Advice

The Segment Map

This is Eleonora, BLADE support lead, here to tell you that the segment map is now available for use. The map, displayed on your handheld comm device, is a useful tool with lots of info about Mira. Give it a look if you're unsure of where you are or what to do!


Administrative District
East Gate
01:00
LATE NIGHT
Prima
Elma
Lin
Landmark Discovered
East Gate
Experience Gained
10
Chapter 2
Head to the designated site on the East Gate Plains.

Now you can head to the East Gate. As usual, it's as easy as following the arrow on your mini-map. It leads you out of New LA, via the East Gate, to the data probe planting location.

Getting close to the probe installation site triggers a cutscene, along with a boss battle directly afterward. Get ready for your first battle with a tyrant!

Tyrants Rule for a Reason

Tyrants are no joke. They look like regular enemies but are far more ferocious than their size and level let on. Think of them as boss-class versions of your usual indigens. Even if they're your level numerically, you should approach them with extreme caution. You can read up more on Exploration section of the Primer.

Q&A Time!

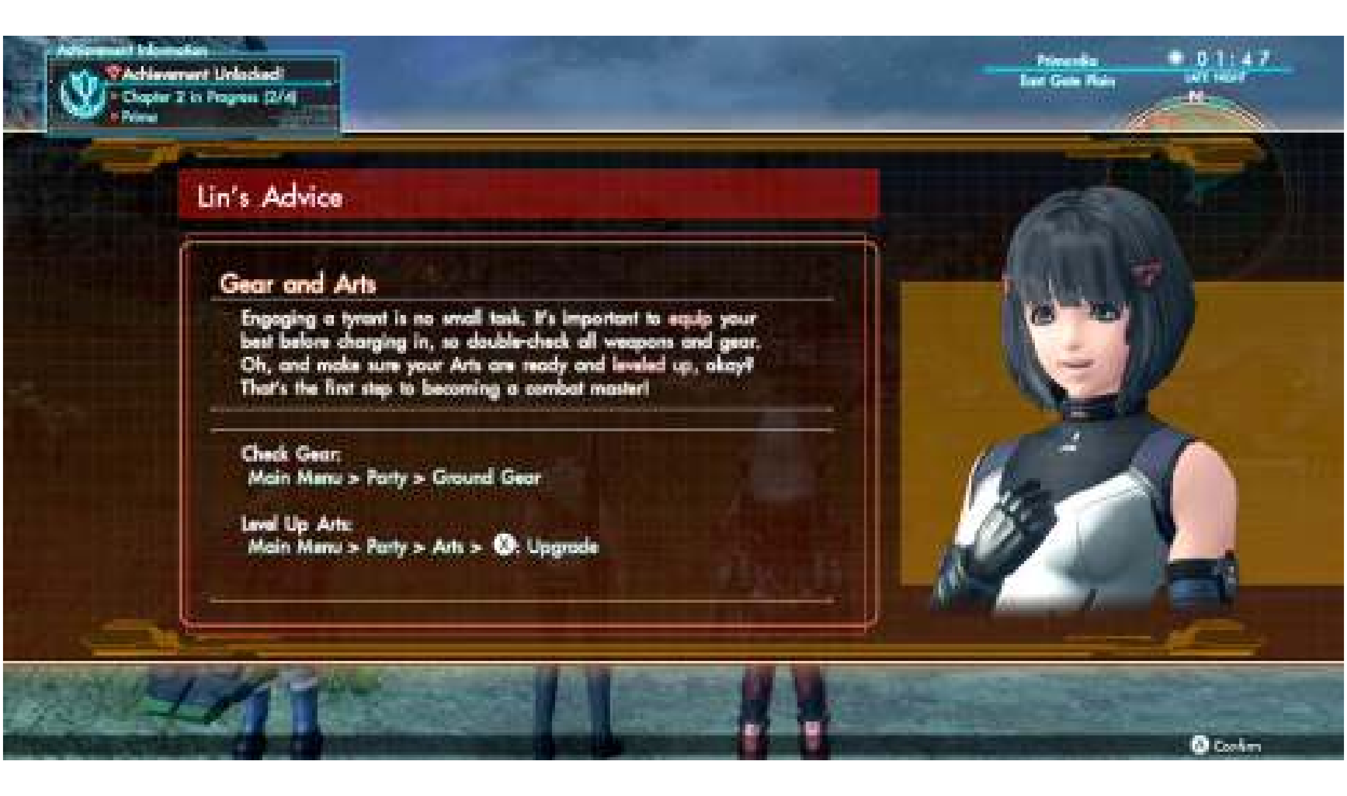
Lin
"Ah, right—they couldn't track it if there's no local probe. They must have lost it when it went off the grid."
Answer
Attack: Suggest killing the tyrant.
Inquire: Ask what a tyrant is.

Q&A Time!

Elma
"Even some of BLADE's very best teams have come back with serious injuries after running into a tyrant in the field… if they come back at all."
Answer
Unite: Suggest the three of you can handle it.
Protect: Say you can't just leave it so close to New LA.

Mechanical Advancement: Gear and Arts

Before your tyrant battle, Lin gives you the scoop on equipping gear and leveling up your Arts. Listen to her—and check the Battle Mechanics section of the Primer if you want to be completely up to speed!


Achievement Information
Achievement Unlocked!
Chapter 2 in Progress (2/4)
Primer
Primordia
East Gate Plain
01:47
LATE NIGHT
Confirm

Lin's Advice

Gear and Arts

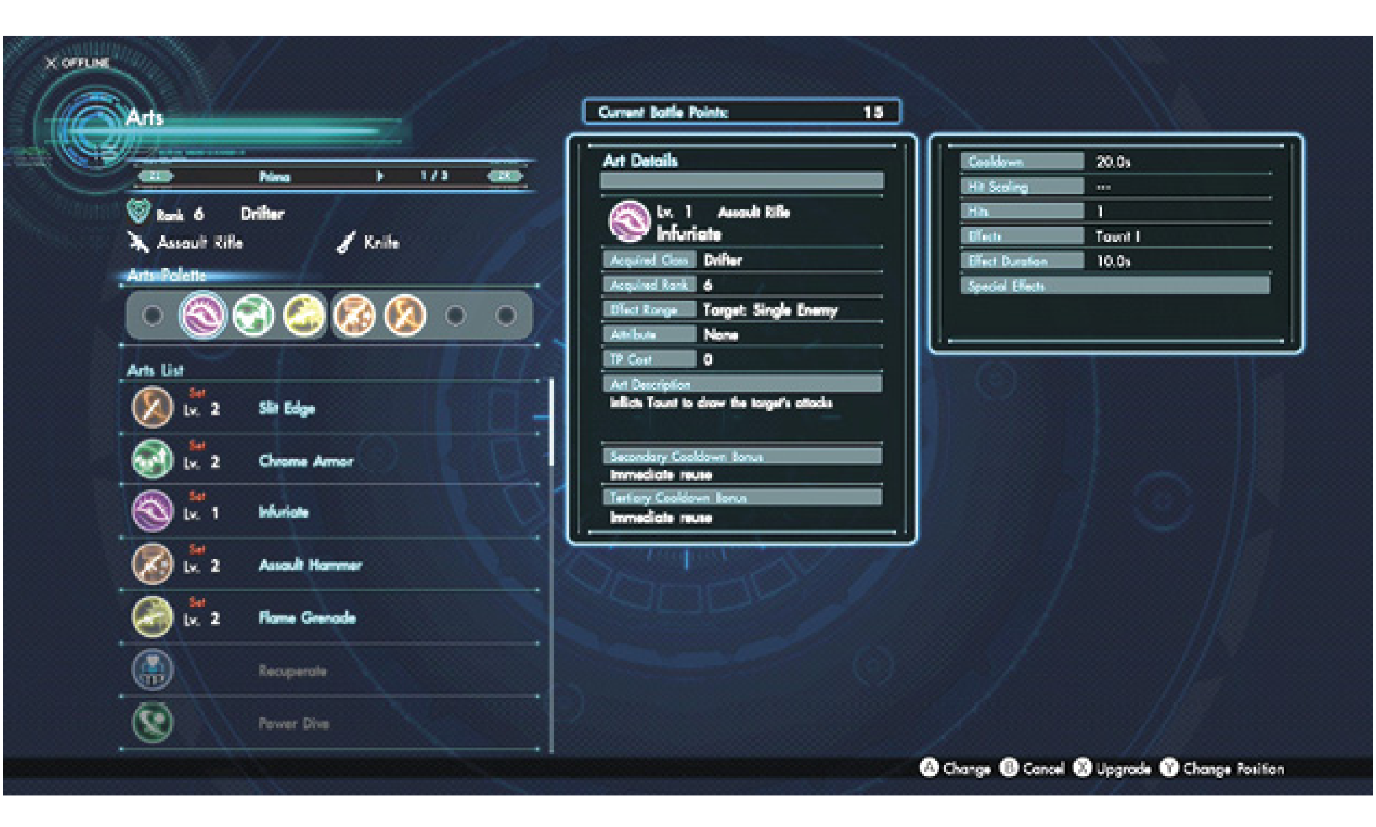
Engaging a tyrant is no small task. It's important to equip your best before charging in, so double-check all weapons and gear. Oh, and make sure your Arts are ready and leveled up, okay? That's the first step to becoming a combat master!

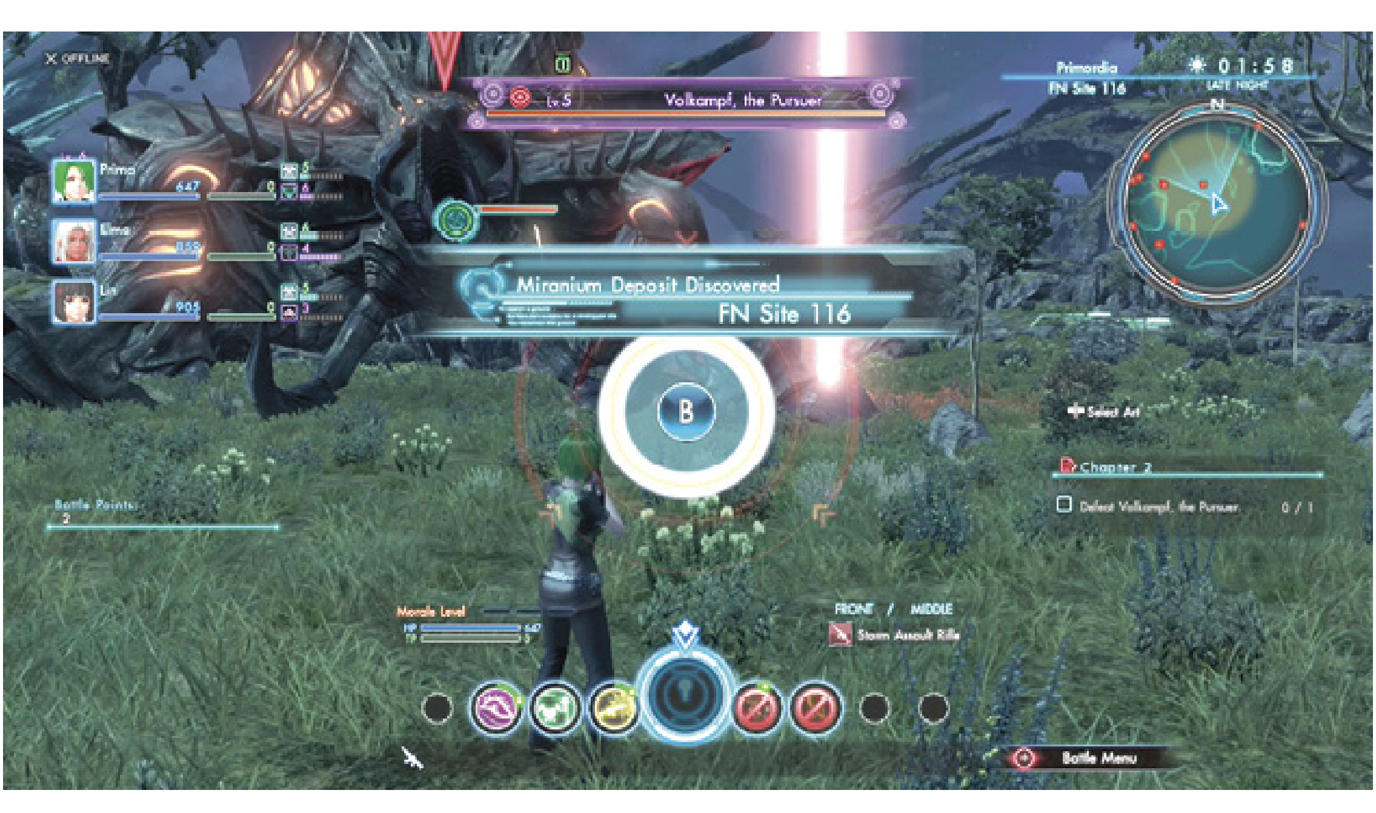
Check Gear:
Main Menu > Party > Ground Gear

Level Up Arts:
Main Menu > Party > Arts > Ⓧ: Upgrade

Objective 2

Defeat Volkampf, the Pursuer.

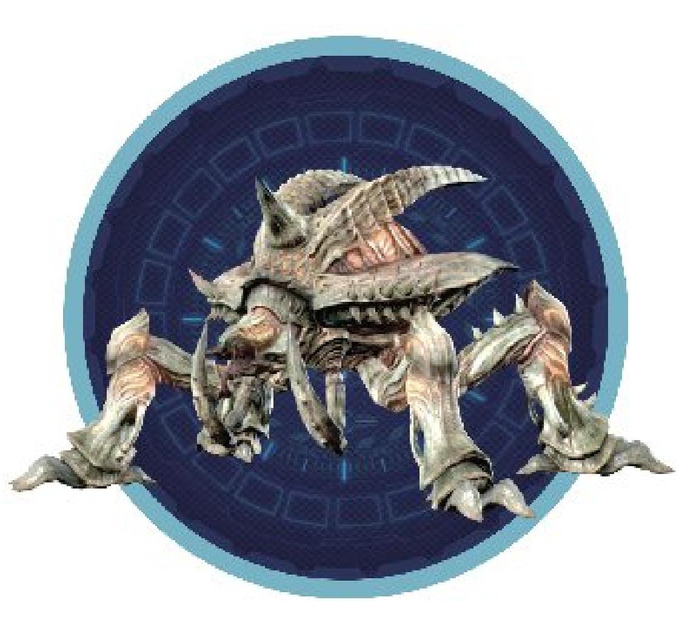

Arts
Prima
1/3
Rank 6
Drifter
Assault Rifle
Knife
Arts Palette
Arts List
Lv. 2 Slit Edge
Lv. 2 Chrome Armor
Lv. 1 Infuriate
Lv. 2 Assault Hammer
Lv. 2 Flame Grenade
Recuperate
Power Dive
Current Battle Points: 15
Art Details
Lv. 1 Assault Rifle
Infuriate
Acquired Class Drifter
Acquired Rank 6
Effect Range Target: Single Enemy
Attribute None
TP Cost 0
Art Description
Inflicts Taunt to draw the target's attacks
Secondary Cooldown Bonus
Immediate reuse
Tertiary Cooldown Bonus
Immediate reuse
Cooldown 20.0s
Hit Scaling ---
Hits 1
Effects Taunt I
Effect Duration 10.0s
Special Effects
Ⓐ Change Ⓑ Cancel Ⓧ Upgrade Ⓨ Change Position


Lv.5 Volkampf, the Pursuer
Primordia
FN Site 116
01:58
LATE NIGHT
Prima
Elma
Lin
Miranium Deposit Discovered
FN Site 116
Battle Points
2
Select Art
Chapter 2
Defeat Volkampf, the Pursuer. 0/1
Morale Level
FRONT / MIDDLE
Storm Assault Rifle
Battle Menu

You'll be a given a chance to deck yourselves out to the nines and level up your Arts. Once you've done both, go ahead and engage the foe standing in the way of you and your data probe installation.

Volkampf, the Pursuer

Lv. 5: Tyrant



Generally, tyrant fights go well if your entire party is at least five levels above the enemy. Right now, unless you've done some grinding beforehand, you're probably nowhere near that point. Don't worry, it's still quite beatable.

Target Lock
Select Art
Chapter 2
Defeat Volkampf, the Pursuer.
Morale Level
SIDE / LOW
Iron Knife

Stomp
Target Lock
Select Art
Chapter 2
Defeat Volkampf, the Pursuer.
Morale Level
SIDE / LOW
Storm Assault Rifle

As with most fights, you do not want to tackle Volkampf from the front—it'll stab at you with its horns and pincers, and generally make life miserable for you. This is before we even talk about its Ether Laser attack, which emerges from its mouth. Go for its sides and back, and pay special attention to its legs—whittling down their HP will impair it significantly and give a greater chance of inflicting it with Topple. Keep the pressure on and you'll pull through.

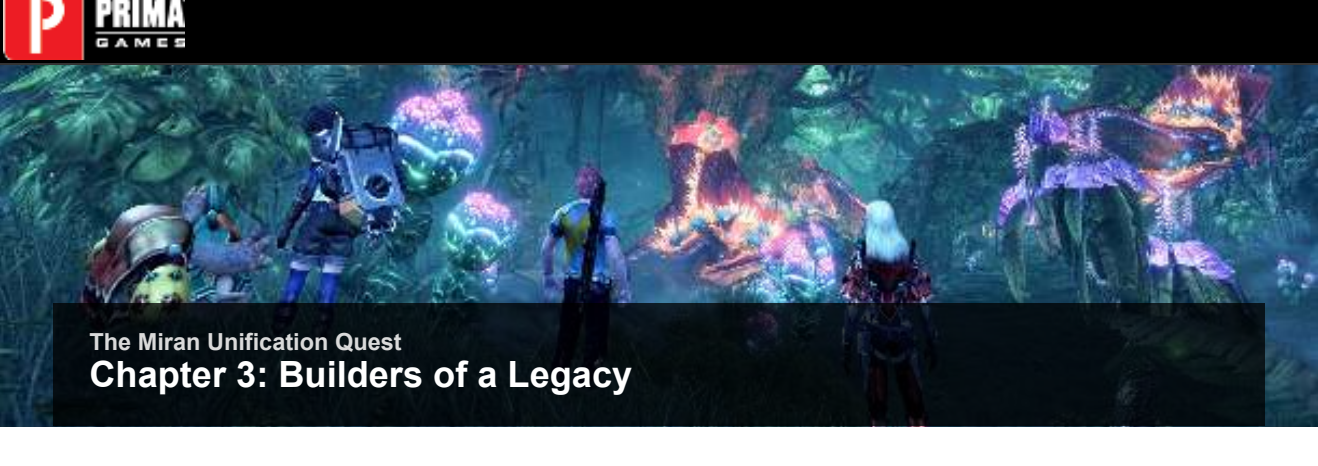
Once you beat Volkampf, Lin and Elma explain to you how probes work, then allow you to plant it.

Q&A Time!

Elma
"Why don't you do the honors? You can launch it right from your comm device. Give it a try."
Answer
Agree: Launch the probe.
Refuse: Suggest Lin should launch the probe.

Mechanical Advancement: Installing Data Probes

Congratulations on installing your first FrontierNav data probe! Installing more from this point on is easy—just approach a vacant FrontierNav point and press **(A)** repeatedly. Doing so allows you to survey data for greater swaths of Mira, as well as fast-travel to these points. Make sure to keep your Mechanical field skill leveled up, as some probe installations require higher levels.



The Miran Unification Quest

Chapter 3: Builders of a Legacy

Now that you've had your first taste of BLADE, it's time to be officially welcomed into the fold.

Chapter Prerequisites

There are no prerequisites for this mission—it's triggered as soon as you complete Chapter 2.

Story Mission Walkthrough

Miranium Deposit Discovered
FN Site 116

Once you're done with Chapter 2, you're whisked directly into Chapter 3. You learn about the specific divisions of BLADE here before choosing one for your own.

Division choice is an important decision…which you can change your mind about at any time in the future. In other words, don't sweat it too much.

Arts
Arts Palette
Arts List
Art Details

Q&A Time!

Vandham
"Anyway, first we need Chatty Cathy here to choose a division and pull an assignment."
Answer
Get started: Ask about the assignment.
Get more info: Ask about divisions.

Tatsu's Tips: Party Management

From here on in, the story kicks into high gear! Elma and Lin are highly capable warriors and are required for the overwhelming majority of the story missions, so it's a good idea to keep them in your party and build their affinity and power.

It's also a good idea to switch off between Gwin and Lao[md]their early affinity missions are prerequisites for some of the story, so you'll have to build your relationship with them as well.

Go ahead and choose your division, making sure it's your final answer, and you're officially a BLADE. Welcome to the big leagues. Once you're inducted, it's time for a new job—locating a Pathfinder team that's mysteriously gone missing.

New Story Mission: Chapter 3

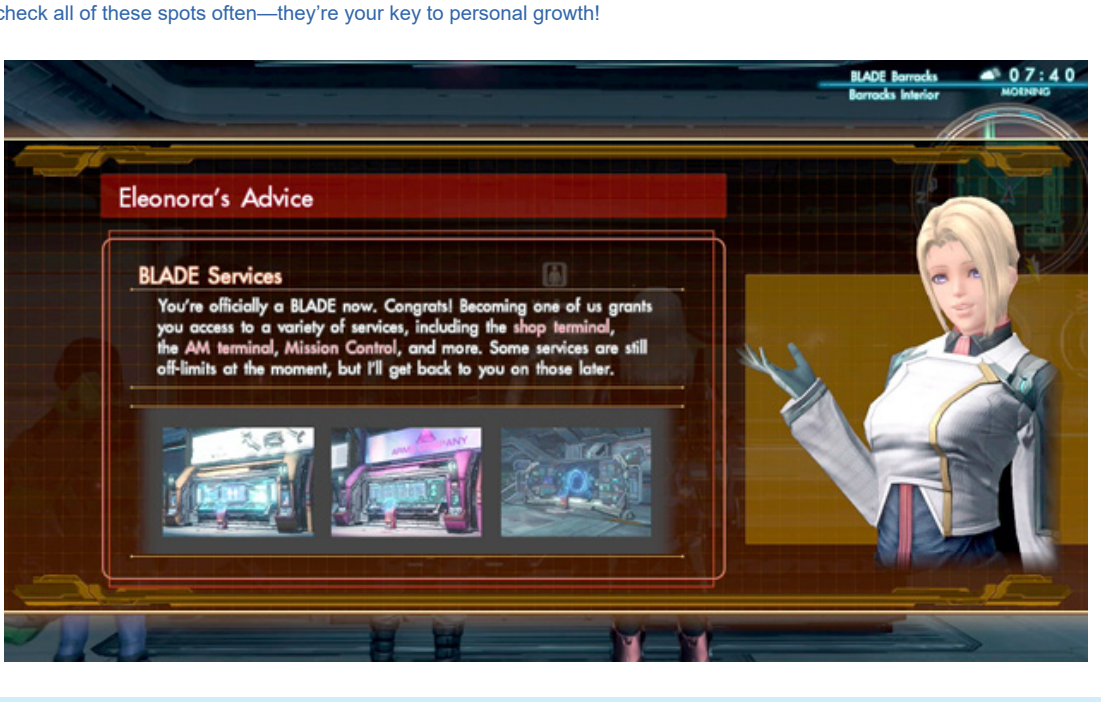
Search for Nelson's missing team in southeast Primordia.

Objective 1

Head to the Pathfinders' last known location in southeast Primordia.

Mechanical Advancement: BLADE Services

Now that you're officially a BLADE, all of the goodies hanging about the Concourse and Armory Alley are yours for the buying. You can grab missions from Mission Control or shop till you drop at the armory and various shops. Be sure to check all of these spots often—they're your key to personal growth!



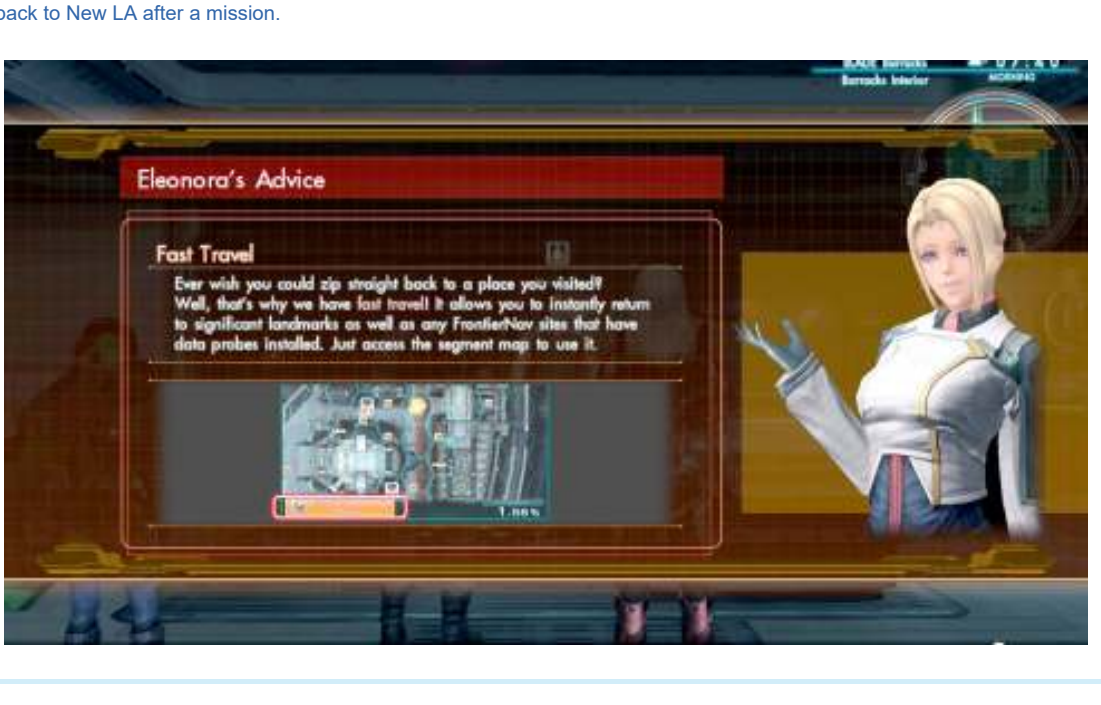
Eleonora's Advice

BLADE Services

You're officially a BLADE now. Congrats! Becoming one of us grants you access to a variety of services, including the shop terminal, the AM terminal, Mission Control, and more. Some services are still off-limits at the moment, but I'll get back to you on those later.

Mechanical Advancement: Fast Travel

You can now fast-travel using the segment map on the Wii U GamePad. Simply point to a fast-travel-capable location (places where you've installed data probes are excellent candidates) and off you go! Fast travel is also great for heading back to New LA after a mission.



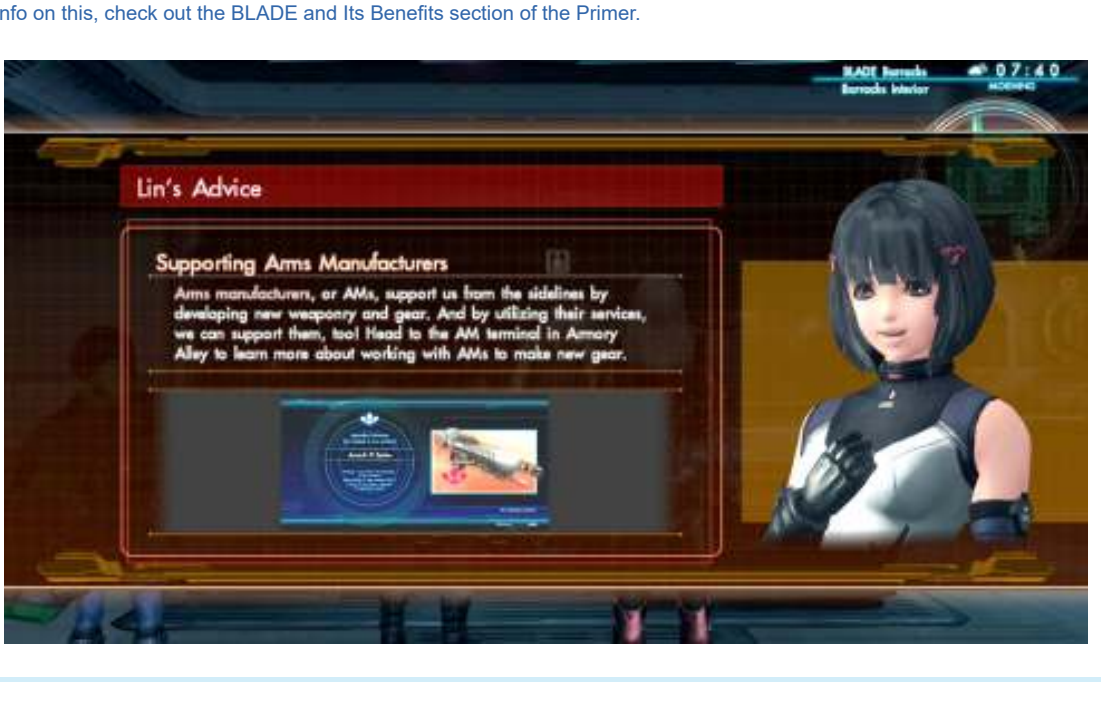
Eleonora's Advice

Fast Travel

Ever wish you could zip straight back to a place you visited? Well, that's why we have fast travel! It allows you to instantly return to significant landmarks as well as any FrontierNav sites that have data probes installed. Just access the segment map to use it.

Mechanical Advancement: R&D Support

Miranium, which can be donated to corporations at the armory, can help fund new breakthroughs for better gear. For more info on this, check out the BLADE and Its Benefits section of the Primer.



Lin's Advice

Supporting Arms Manufacturers

Arms manufacturers, or AMs, support us from the sidelines by developing new weaponry and gear. And by utilizing their services, we can support them, too! Head to the AM terminal in Armory Alley to learn more about working with AMs to make new gear.

You'll definitely want to take this time to truly fortify your team and raise some levels. Outfit your party with gear from Armory Alley, hunt some indigens for experience and rewards, and take on some missions from Mission Control's job board or people scattered about New LA for more spoils.

GEAR AND WEAPONS SHOP
Administrative District
Armory Alley

This will be the general flow of the game from here onward, so learn it well. Once you think you're comfortable with your party and how the game is set up, look for Nelson's team. Note the yellow arrow on the mini-map marking the location, but to reach it, you can't travel in a straight line. Wrap around a mountain and possibly avoid or fight enemies, including some disguised as plants!

The team's disappearance site is marked by a suspiciously wrecked Skell.

Q&A Time!

Elma
"If they were eaten, we'd know it. So did they walk away, or were they taken?"
Answer
Investigate: Suggest searching the area.
Retreat: Suggest heading back to New LA.

Lin detects multiple signals, some which belong to BLADE, some to…other life-forms. All of them originate from an unnatural structure. It's time to investigate.

Q&A Time!

Lin
"Multiple signals, moving around inside the structure. Elma, you don't think…?"
Answer
Hypothesize: Suggest they must be intelligent lifeforms.
Guess: Suggest indigens must have wandered inside.

Around this time, you're set upon by weapon-brandishing intelligent life-forms.

Q&A Time!

Elma
"They know about Earth?! You may have been right after all, Lin…"
Answer
Stand down: Lower your guard and negotiate.
Grip weapon: Prepare to attack.

Whatever your answer, you'll be thrust into a battle. Diplomacy is not an option with these particular newcomers!

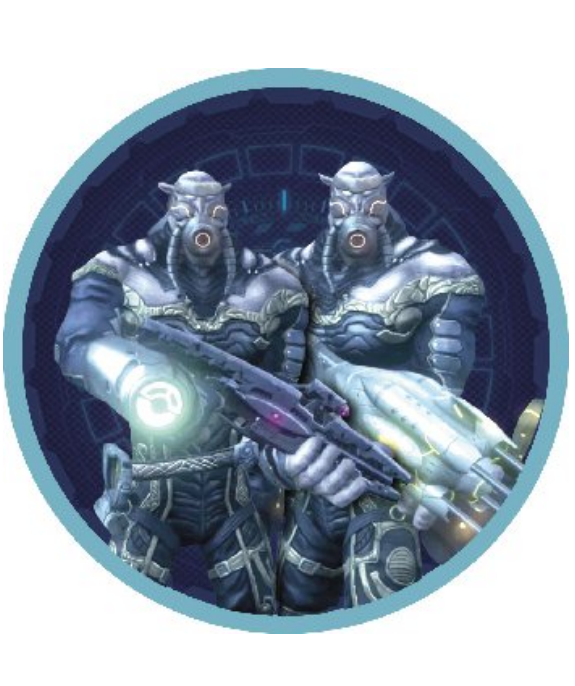
Objective 2

Achieve all objectives:

- Defeat the Prone scout.
- Defeat the Prone scout.

Prone Scout x2

Lv. 1-10: Enemy

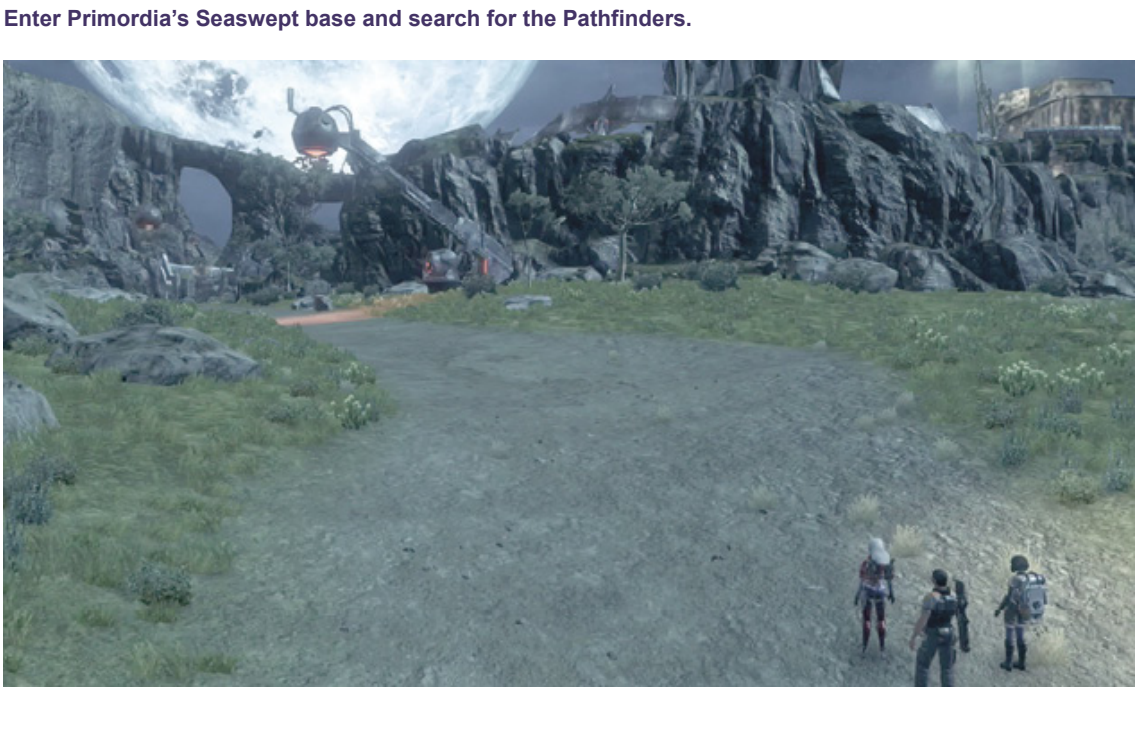


Honestly, even if you went straight here from the Volkampf fight, you should be able to take these two. If you did sufficiently gear yourself up from Armory Alley and gain some levels in the field beforehand, then this fight will practically be over before it starts. Be sure to use the same teamwork you always have, and sync your attacks with your party members' using Soul Voices. Stay vigilant, however—this is merely the calm before the storm.

The scout attack was out of left field, but Elma remains optimistic. Perhaps someone higher up the chain of command might be receptive to diplomacy. The only way to find out is to venture into the belly of the beast.

Objective 3

Enter Primordia's Seaswept base and search for the Pathfinders.



When you're ready, follow your radar into the stronghold ahead. Lin notices a building in the distance, and your party makes haste. Be sure to follow the road for a safe trip—veer off and you could see some super-high-level enemies lying in wait!

As you make your way to the Seaswept Base, battle all of the new enemy types you see so that you can get new and stronger gear for your party, as well as upgrade your party's Arts and Skills. You'll pass by packs of Prone, puges, indigens, and the occasional pugilith on the way to your destination. Keep inching ever forward.

The building summit next to your destination is guarded by a group of level 9 pawn puges. Be sure you're at least strong enough to take them out so you can arrive where you need to be. A level 11-12 party is suggested, but you can even get by with level 9 if you have Healing Aura as a class skill and Chrome Armor as part of your Arts set by now.

Finally, open the door and learn the intentions of the Prone, as well as the fate of Nelson's team. Neither is pretty, but both lead to your next boss battle.

Tatsu's Tips: The New Faces

Now that the Prone have entered the fray, you'll start seeing different sets of foes in addition to the beastly indigens you've battled so far. From ruthless scouts to massive pugilith mechs, it's easy to become overwhelmed.

That's why we've put together a reference of every enemy in the Data appendix, so you'll know just how to deal with them as they come up! Stock up on intel and go in prepared.

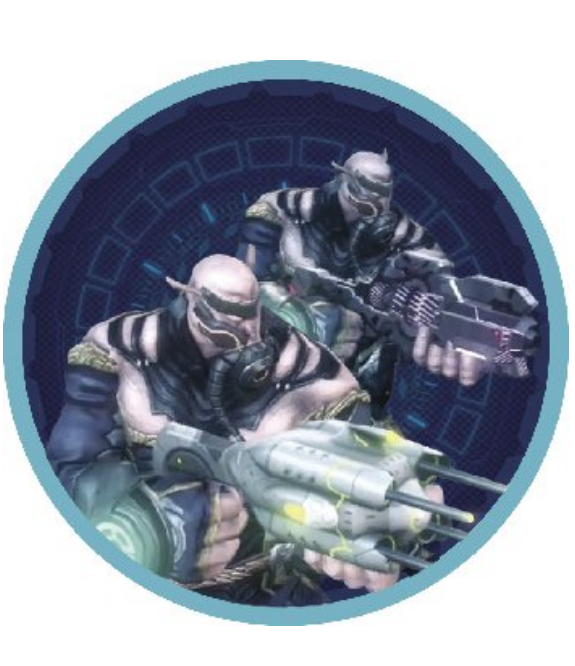
Objective 4

Achieve all objectives:

- Defeat the Prone ruffian.
- Defeat the Prone ruffian.
- Defeat Glennar.

Prone Ruffian x2

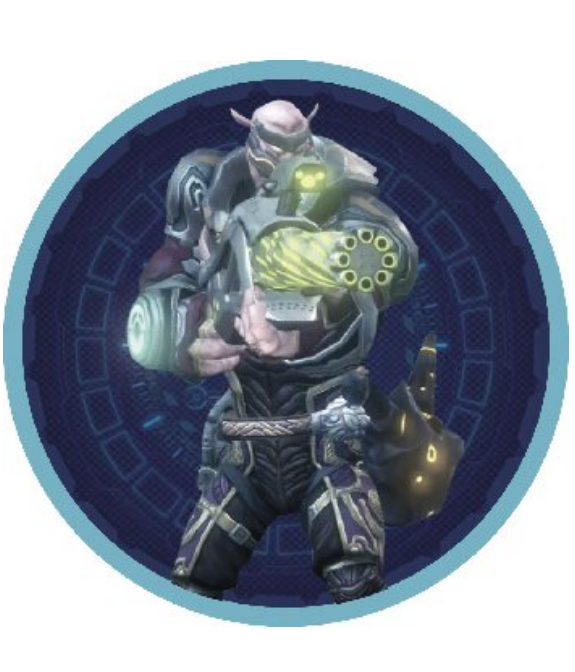
Lv. 1-30: Enem1



Prone Ruffian

Glennar

Lv. 10: Boss



Diplomacy has failed—and then some! Looks like fighting is the only choice.

Much like the grex battle in the Prologue, in this fight you have a leader backed by two grunts. It's your choice whether or not you want to concentrate on each grunt one at time while bearing Glennar's attacks, or go for Glennar first. Otherwise, it's business as usual—coordinate your party's attacks and make sure to flank whenever possible, since these guys don't have any non-front-facing defenses.

Tatsu's Tips: A Helping Hand

If you lose to the boss of a story mission three times, you will be given the option to decrease their levels by five. There are no adverse consequences to this, so if you feel like you need the assist, by all means, take it!

With the situation as resolved as it can be given the circumstances, the party gets ready to report back to New LA. However, just then, a newcomer makes itself known in an unorthodox manner.

Q&A Time!

Elma
"What do you think, Rook?"
Answer
Be bold: Open the crate.
Play it safe: Suggest leaving the crate as-is.

Meet Tatsu. He's your new team ambassador and Lin's go-to object of psychological torture. Fortunately, he's helpful in a pinch. This is one of those times. Listen as he comically explains the Prone menace.

Q&A Time!

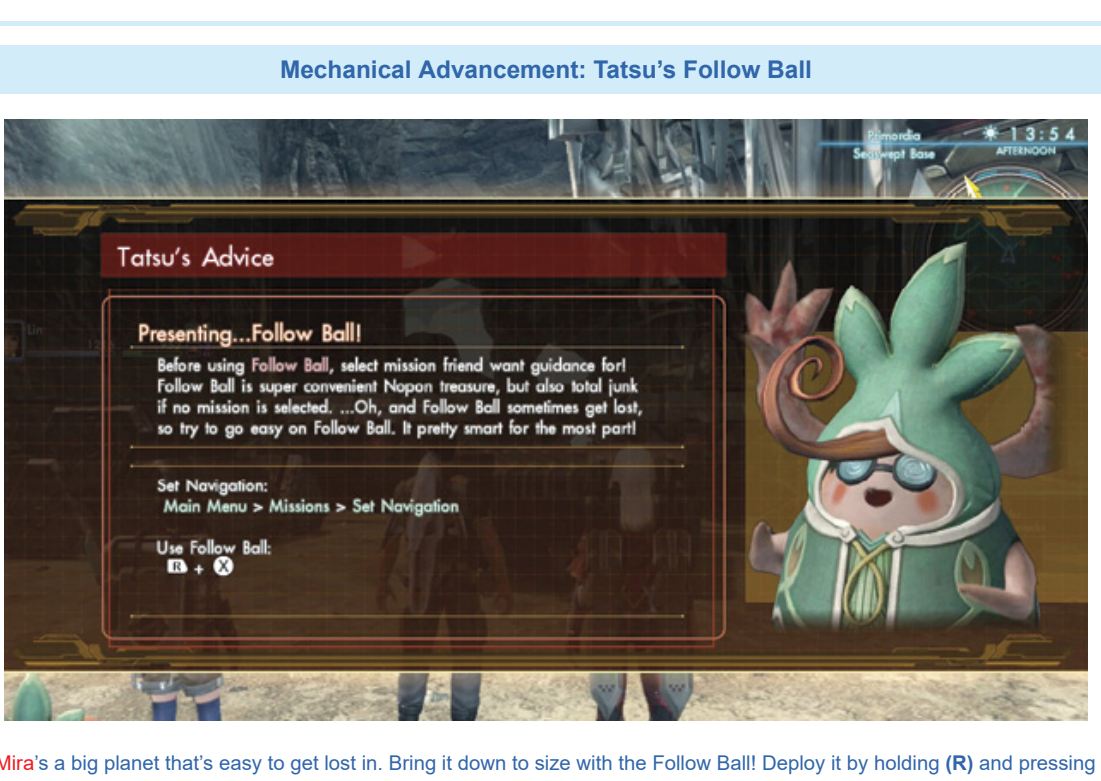
Tatsu
"Someday, Tatsu will turn tables and eat THEM for a change!"
Answer
Reassure: Show Tatsu you mean him no harm.
Tease: Stare hungrily at Tatsu.

For your help, Tatsu has a gift for all of you—one of the most useful items in the game.

Q&A Time!

Tatsu
"Friend, do you ever get lost? Tired of bulky maps and flawed memory?"
Answer
Agree: Tell Tatsu there's got to be a better way.
Disagree: Tell Tatsu that not all who wander are lost.

Mechanical Advancement: Tatsu's Follow Ball



Tatsu's Advice

Presenting...Follow Ball!

Before using Follow Ball, select mission friend want guidance for! Follow Ball is super convenient Nopon treasure, but also total junk if no mission is selected. ...Oh, and Follow Ball sometimes get lost, so try to go easy on Follow Ball. It pretty smart for the most part!

Set Navigation:
Main Menu > Missions > Set Navigation

Use Follow Ball:
R + X

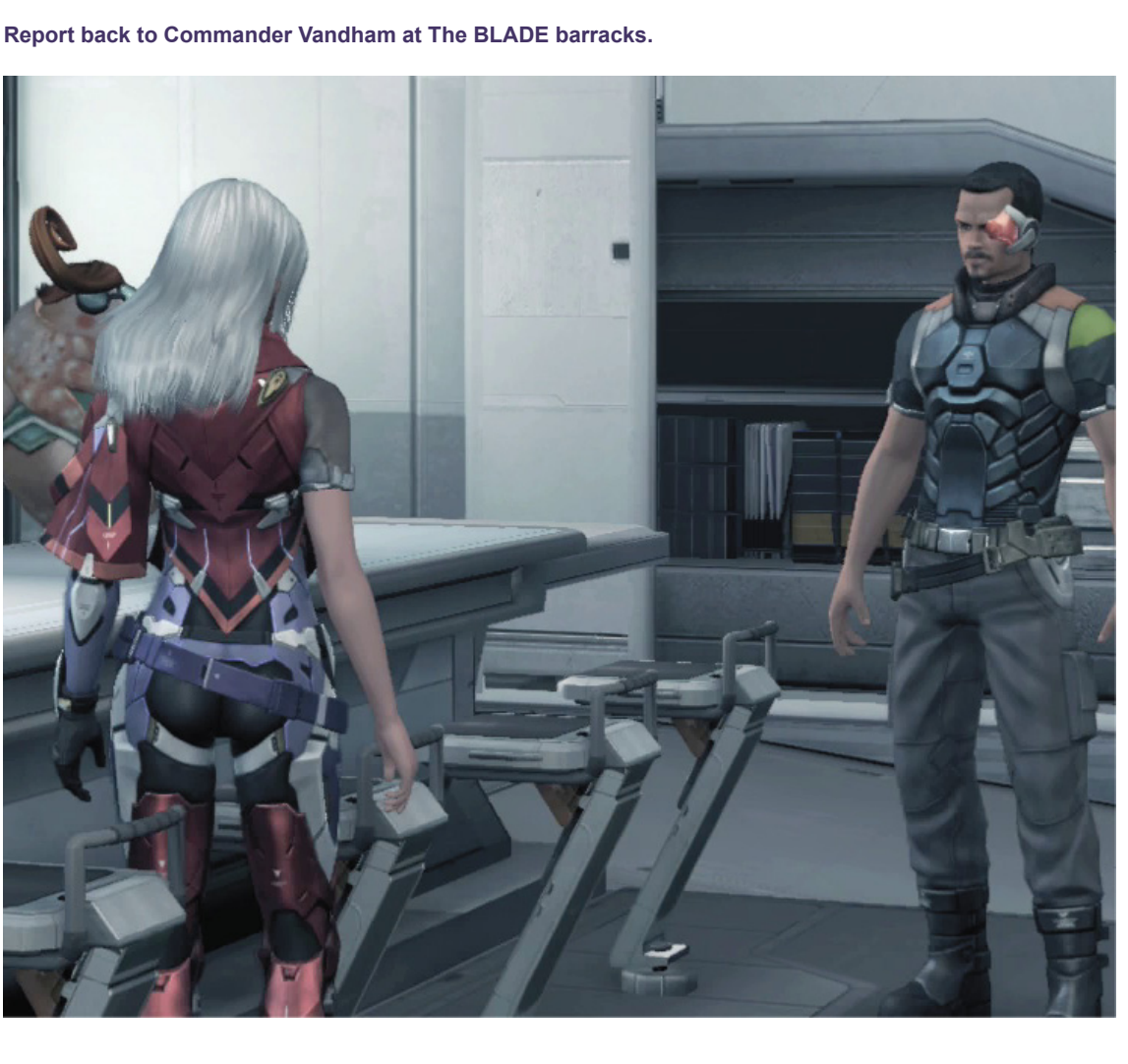
Mira's a big planet that's easy to get lost in. Bring it down to size with the Follow Ball! Deploy it by holding **(R)** and pressing **(X)** when you have a mission's destination set.

WARNING: If the priceless and indestructible Follow Ball is somehow destroyed, the cost is full price plus restock fee. Do not attempt to engage in conversation with Follow Ball, as it contains no vocabulary to speak of. Should user find Follow Ball's movement speed to be excessive or purpose-impairing, the only existing course of action is to simply—as phrased in contemporary intergalactic vernacular—"step it up."

Don't try to add Tatsu to your party—you'll find you can't. He's more of an idea man and prefers to stay on the sidelines during battles.

Objective 5

Report back to Commander Vandham at The BLADE barracks.



This is a great chance to try out fast-travel if you haven't already.

Once this chapter's mission is marked as complete, Elma decides to see if you've become acclimated to the status quo. Listen as she explains the situation and about squad missions, answering her questions along the way.

Q&A Time!

Elma
"So, Rook, feel like you're starting to get the hang of things?"
Answer
Nod: Show confidence.
Shake your head: Show hesitation.

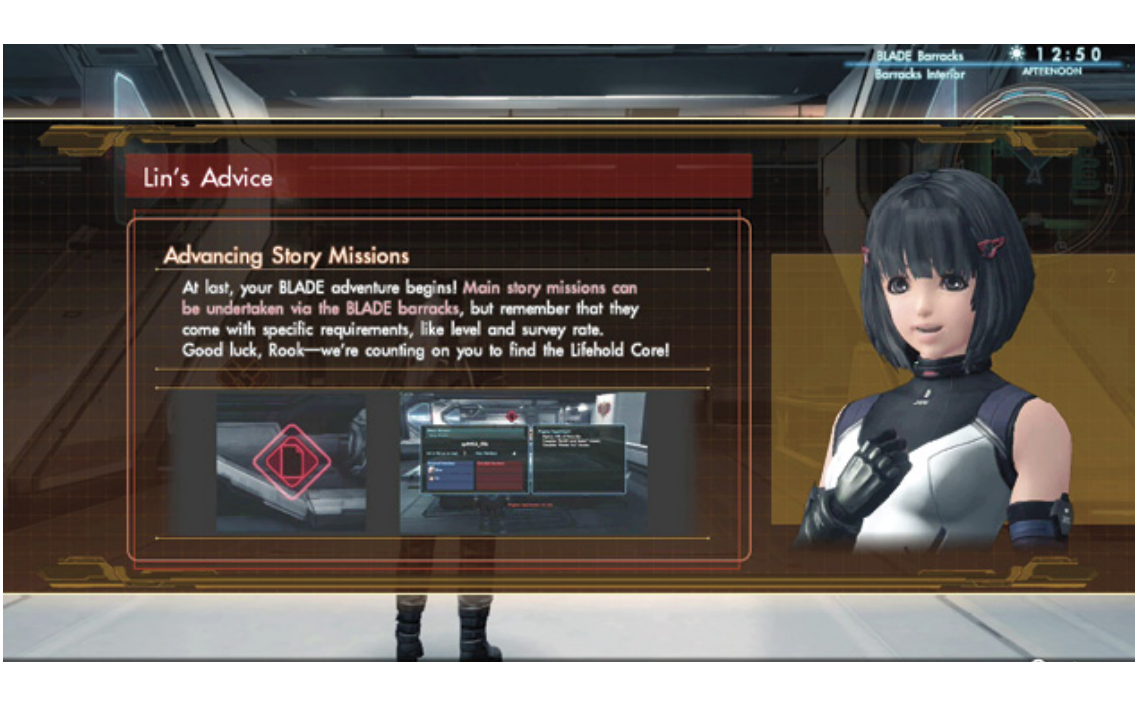
Q&A Time!

Elma
"You still with me?"
Answer
Nod: Assure Elma you understand.
Cock your head: Look confused.

Q&A Time!

Elma
"Got all that?"
Answer
Nod: Show you understand.
Look confused: Show you're completely lost.

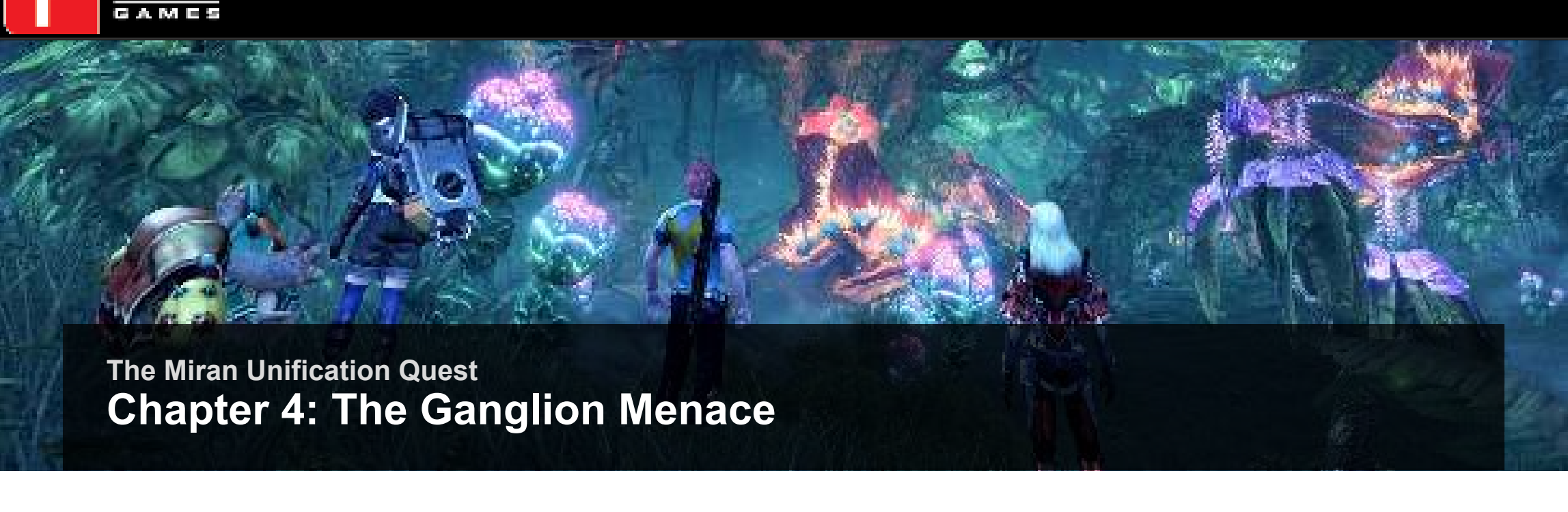
After the briefing you're turned loose, in more ways than one. Your BLADE adventure starts here, and many significant characters you've met up to now can be officially added to your party by visiting their NLA hangouts. Congrats!



Lin's Advice

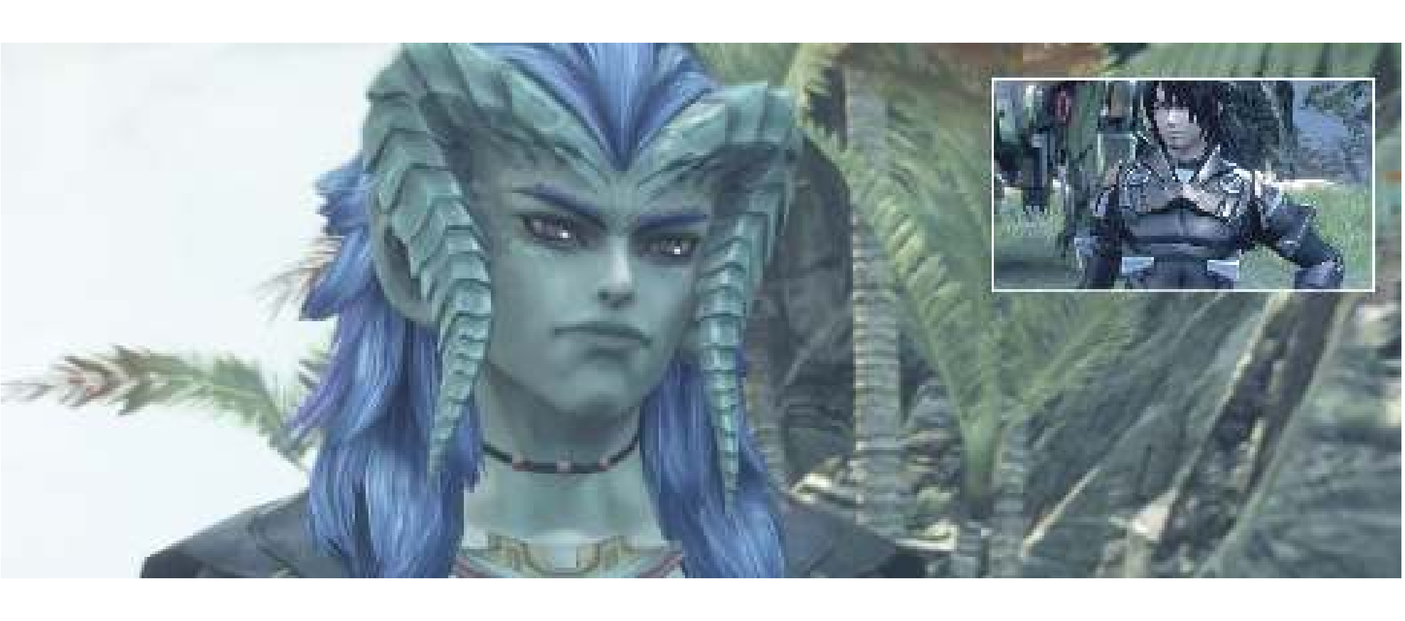
Advancing Story Missions

At last, your BLADE adventure begins! Main story missions can be undertaken via the BLADE barracks, but remember that they come with specific requirements, like level and survey rate. Good luck, Rook—we're counting on you to find the Lifehold Core!



The Miran Unification Quest

Chapter 4: The Ganglion Menace



BLADE plunges deeper into the mystery of hostile xenoforms as they chase after the Lifehold Core. What they find, however, may not be good news…

Chapter Prerequisites

- **Explore 15 percent of Primordia.**
- **Complete the mission "BLADE Level Basics."**
- **Complete the mission "The Probe-fessional."**
- **Complete Chapter 3**
- **Required Members: Elma and Lin.**

Story Mission Walkthrough

Once you've completed your prerequisites, it's time to accept the story mission proper. Go to the barracks and do so.

When you accept the mission, it's time for dinner, courtesy of Lin!

Q&A Time!

Lin
"Hmm, what should I whip up today?"
Answer
Something fried: Fried Chicken
Something braised: Beef Braised in Wine
Something baked: Pot Pie
Something broiled: Tandoori Chicken
Something stir-fried: Chicken Sauté
Something fancy: Foie Gras

Go ahead and make a request. Every new story mission from here to the end, you'll be able to ask Lin to make a new dish, minus any of the ones she's made for you already.

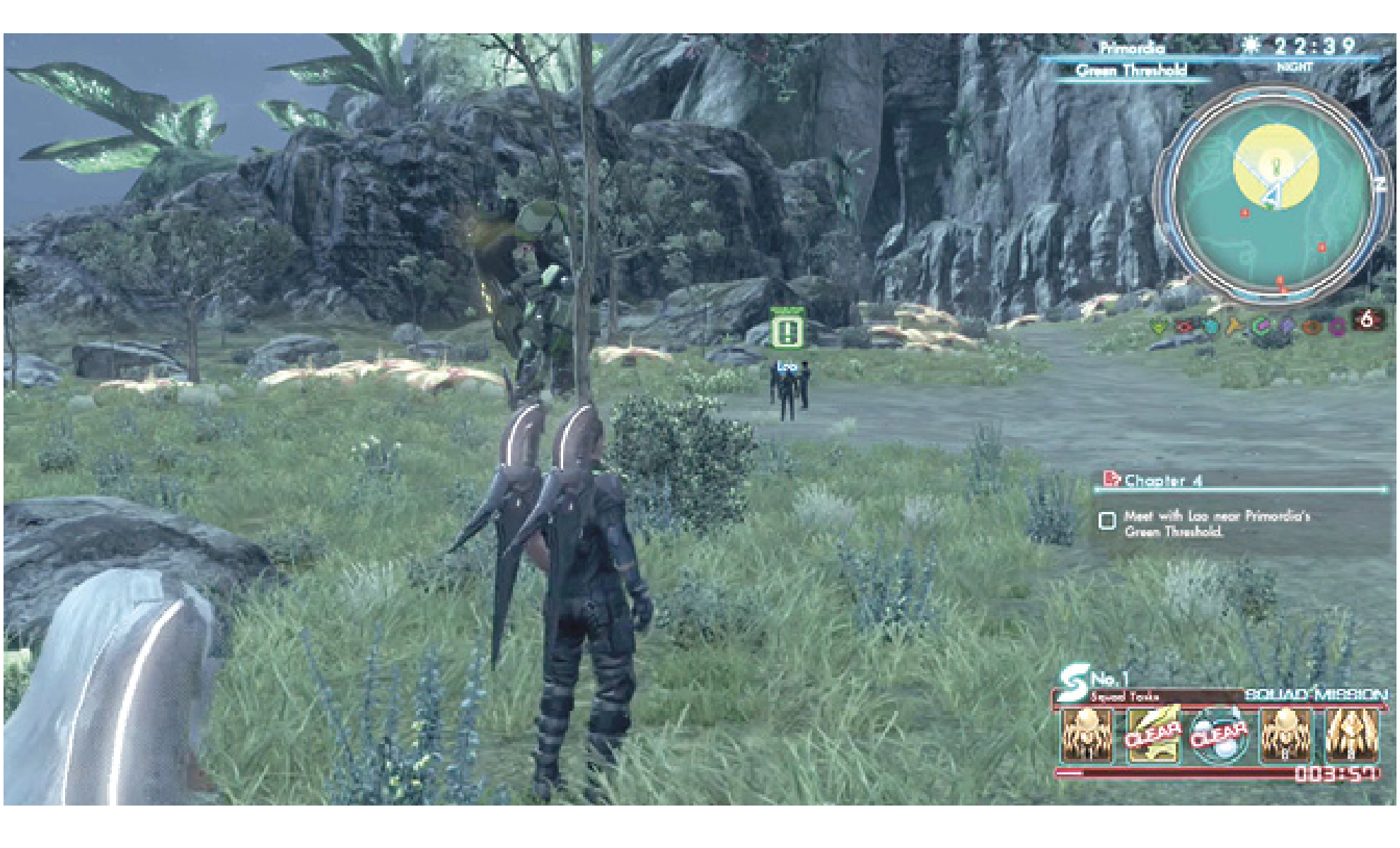
After chow, it's time to get to work. A piece of the all-important Lifehold has been sighted in Noctilum. Your objective writes itself.

New Story Mission: Chapter 4

A piece of the Lifehold was detected in the Noctilum region to the west of New LA.

Objective 1

Meet with Lao near Primordia's green threshold.


Primordia
Green Threshold
Chapter 4
Meet with Lao near Primordia's Green Threshold.

Get yourself geared up, then head to the rendezvous point however you see fit. Once there, you'll be introduced to Lao and his squad of Pathfinders.

Q&A Time!

Lao
"All right…what about you?"
Answer
Accommodate: Introduce yourself.
Hesitate: Insist he introduce himself first.

Once introductions are done away with and the situation is explained, congratulations—you've got a new party member.

» NEW PARTY MEMBER:
LAO

If you let Lao into your party, don't forget to deck him out in your best gear and tend to his Arts and Skills before continuing your mission.

Objective 2

Head to the the Lifehold unit in Noctilum's Sunlit Spring.

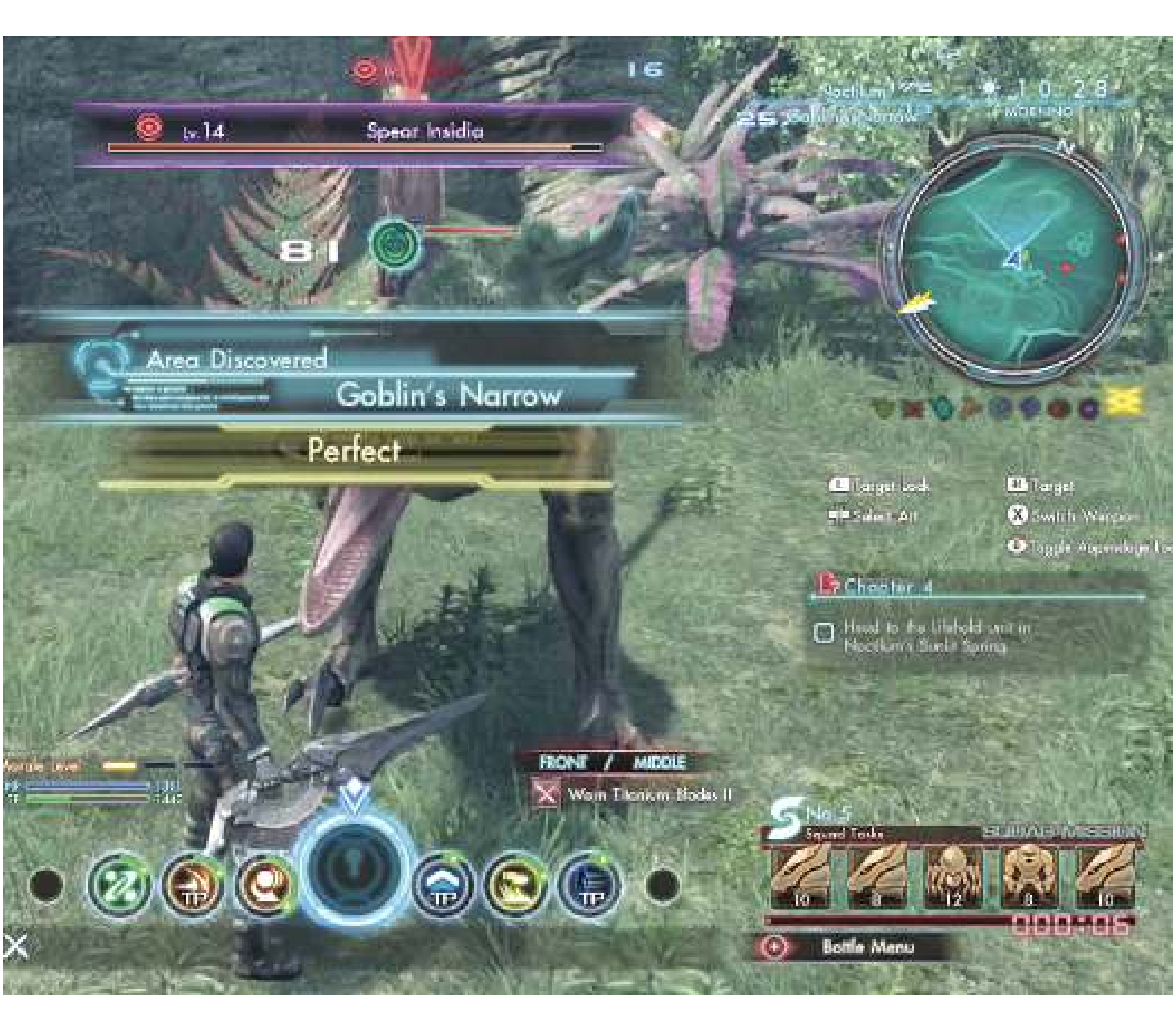
It's time to visit a new continent (if you haven't already)! Noctilum is past Primordia's northwestern borders. As usual, follow the arrow.

Chapter 4
Head to the Lifehold unit in Noctilum's Sunlit Spring.
Battle Menu

The path to the Sunlit Spring is a little less straightforward than you'll be used to by this point. There's a chance your trip will have you cutting through the Whale's Nostril cave, by entering the southeast entrance and exiting through the northeast entrance. Be prepared for large numbers of indigens within, and use the Follow Ball and the maps located in the Maps section of this guide if you find yourself getting turned around. Fortunately, off-beat paths won't usually be an issue during your adventure.

Tread Lightly!

Noctilum can be very dangerous at this point for your party unless you've been grinding for hours on end. Most indigens here have levels in the 30s, even at the continent's borders! Unless you want to grind for hours on end, be sure to keep a sharp eye on enemy levels as you slowly make your way through this new territory.


Lv. 14 Spear Insidia
Area Discovered
Goblin's Narrow
Perfect
Chapter 4
Head to the Lifehold unit in Noctilum's Sunlit Spring
Battle Menu

Once you reach Goblin's Narrow, you'll know you're on the right track—a cutscene triggers, and a newcomer approaches your party.

Q&A Time!

L
(Approaches Party)
Answer
Act selflessly: Shield Lin.
Act selfishly: Use Lin as a shield.

Q&A Time!

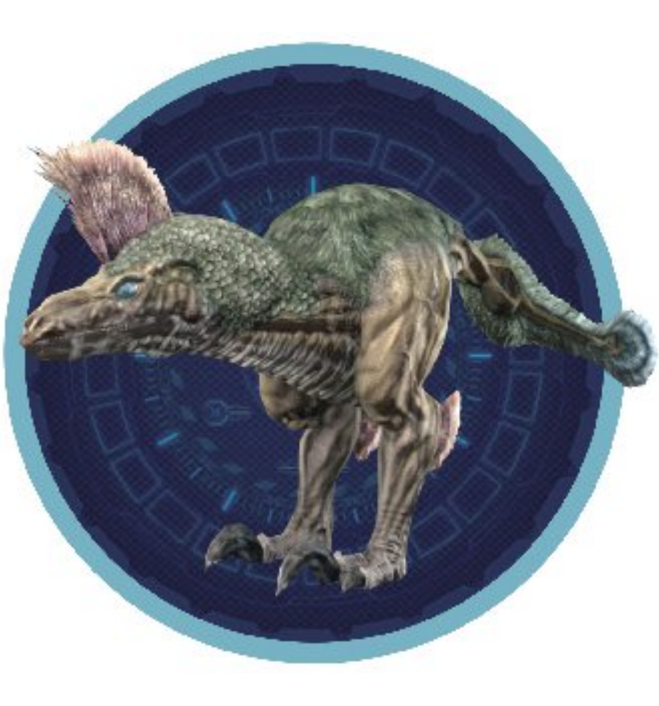
L
"The wildlife and insects are all so docile—such gentle dispositions."
Answer
Agree: Concur the wildlife is peaceful.
Disagree: Claim the wildlife is hostile.

This charming fellow is L, and he says he's found a piece of the Lifehold, even if it's not quite the one you're looking for. Fortunately he's a non-hostile, and he offers to lead you to the piece.

With acquaintances made, continue to the Sunlit Spring—get ready for a terrible surprise, as well as a series of fights.

Lambert, The Divine Wind

Lv. 15: Tyrant



Lv. 15 Lambert, the Divine Wind
Noctilum
FN Site 219
Battle Menu

Lv. 15 Lambert, the Divine Wind
Got 'em! Lay down some cover fire!
Battle Menu

On the trail between you and this chapter's boss, at FN Site 219, stands a possible block to progress. Lambert is a Lv. 15 Tyrant who hits fast and hard.

However, if you're comparatively leveled to him and know how to break out the offensive Arts as quickly as possible, you definitely stand a chance against him. If he beats you, simply grind a level or two and re-challenge him.

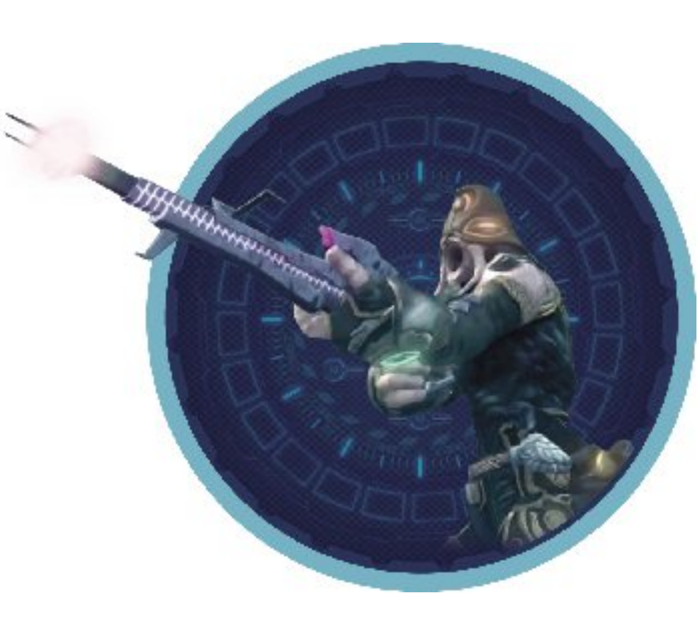
Objective 3

Achieve all objectives:

- **Defeat the Prone destroyer.**
- **Defeat the Prone destroyer.**
- **Defeat the Prone destroyer.**

Prone Destroyer x3

Lv. 11-20: Enemy



Lv. 15 Prone Destroyer
Noctilum
Sunlit Spring
Battle Menu

Lv. 15 Prone Destroyer
Battle Menu

Concentrate your attacks and use standard flanking maneuvers. With four characters in your party instead of three like before, you won't have to be over-leveled to stand a chance. That doesn't mean you don't have to be careful, however.

Once you've dispatched the destroyers, reinforcements show up—heavy ones. Meet your first Ganglion general: Goetia.

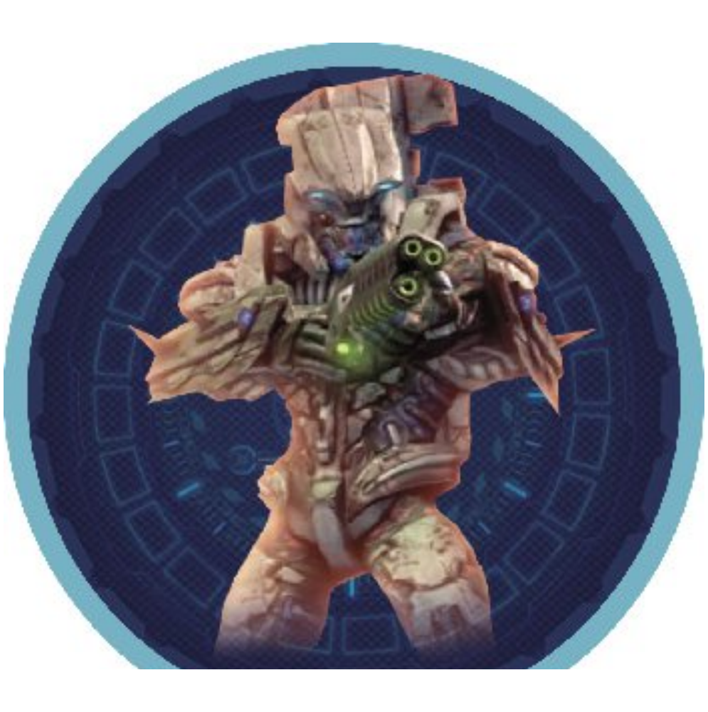
Objective 4

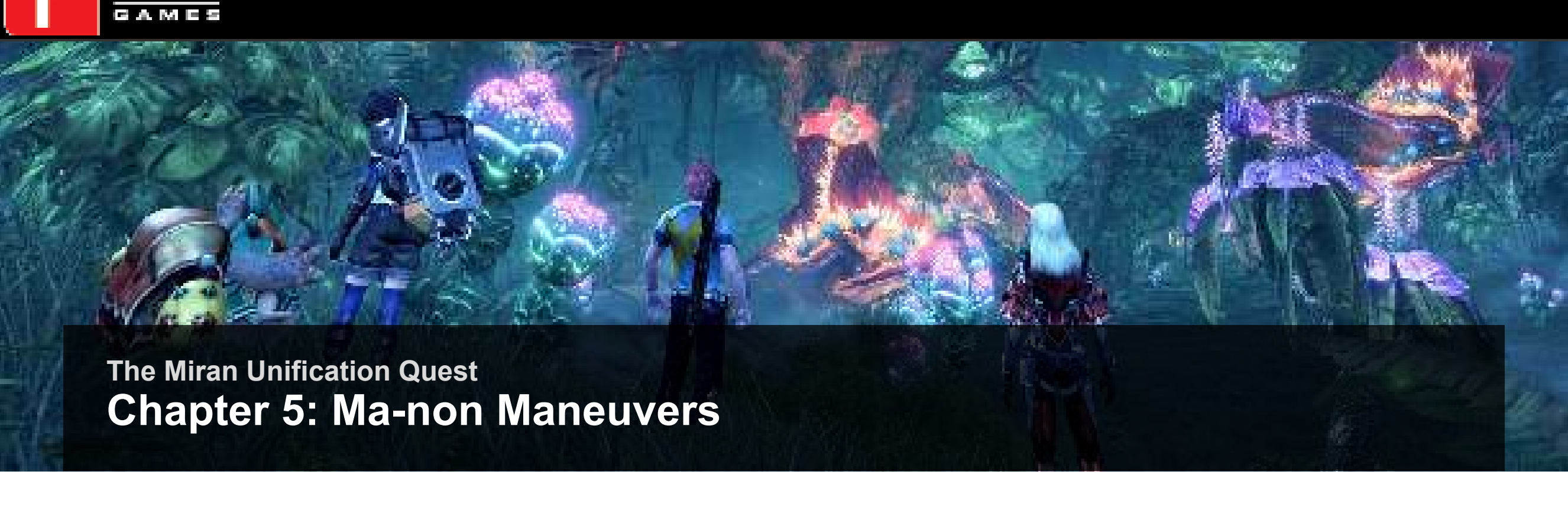
Achieve all objectives:

- **Defeat the Marnuck rook.**
- **Defeat the Marnuck rook.**
- **Defeat Goetia.**

Marnuck Rook x2

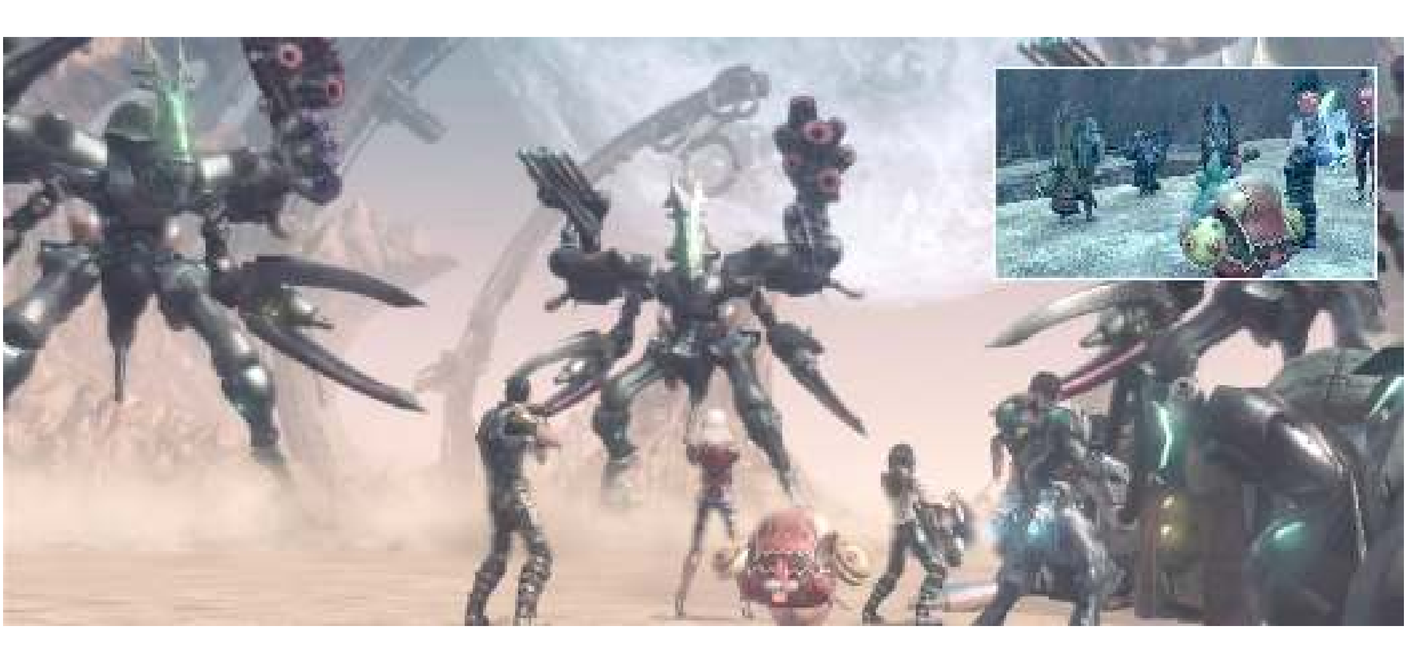
Lv. 11-20: Enemy





The Miran Unification Quest

Chapter 5: Ma-non Maneuvers



BLADE makes inroads into the desert continent of Oblivia. Sand, sand, more sand, and…friendly technologically advanced intelligent life? It's more likely than you think!

Chapter Prerequisites

- **Install a data probe at Oblivia's entrance.**
- **Complete the "Renewed Will" affinity mission.**
- **Complete Chapter 4.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Irina and Gwin.**

Main Mission Walkthrough

FrontierNav System
running

Go ahead and choose your meal so your briefing can start. A double mission order from the higher-ups leaves Irina and Gwin short-handed—thus, you and the rest of Team Elma are called to pitch in.

The extra mission? A helpless ship is in distress and under Ganglion fire. It's time to do what you do best: make the enemy of your enemy your friend.

New Story Mission: Chapter 5

Investigate the unidentified xenoform spacecraft spotted in Oblivia and look for any other interesting objects.

Objective 1

Head to Ingress in Oblivia.

Your destination this time is Oblivia, the desert continent to the east of Primordia's borders. Gear up, explore eastward, fight some indigens to raise levels if you wish, and then head to the marked point on your mini-map.

You won't be walking very far—Oblivia is actually very close to the border. Once you make it, a cutscene triggers, introducing you another alien race seemingly in conflict with the Ganglion. Tatsu calls them the "Ma-non."

Q&A Time!

Lin

"Huh. Good point."

Answer

Guess: Suggest they learned our language.

Hypothesize: Suggest some device must be translating.

Objective 2

Talk to the mysterious xenoforms.

If you've been doing your best to only be playing this game's critical path, then you will be grinding for levels here. There's no way around it. Get your party up to snuff and push forward until you make it to the ridge where the Ma-non are.

The Wrath of Sandy Bum Canyon

Oblivia introduces you to sandstorms, which completely obscure your vision, and electrical storms, which sap your HP and eliminate HP recovery after a battle! To get away from both of these terrible weather conditions, you can either wait it out in a safe spot or fast-travel to a destination close by. The latter will usually shift the weather instantly.

Lv. 20
Dagger Puge
Battle Menu

Once you make it to the Ma-non and convince them that you're not working for the Ganglion, they ask you for assistance in destroying three Ganglion turrets scattered across the western leg of the continent. Doing so frees the Ma-non's spaceship.

Objective 3

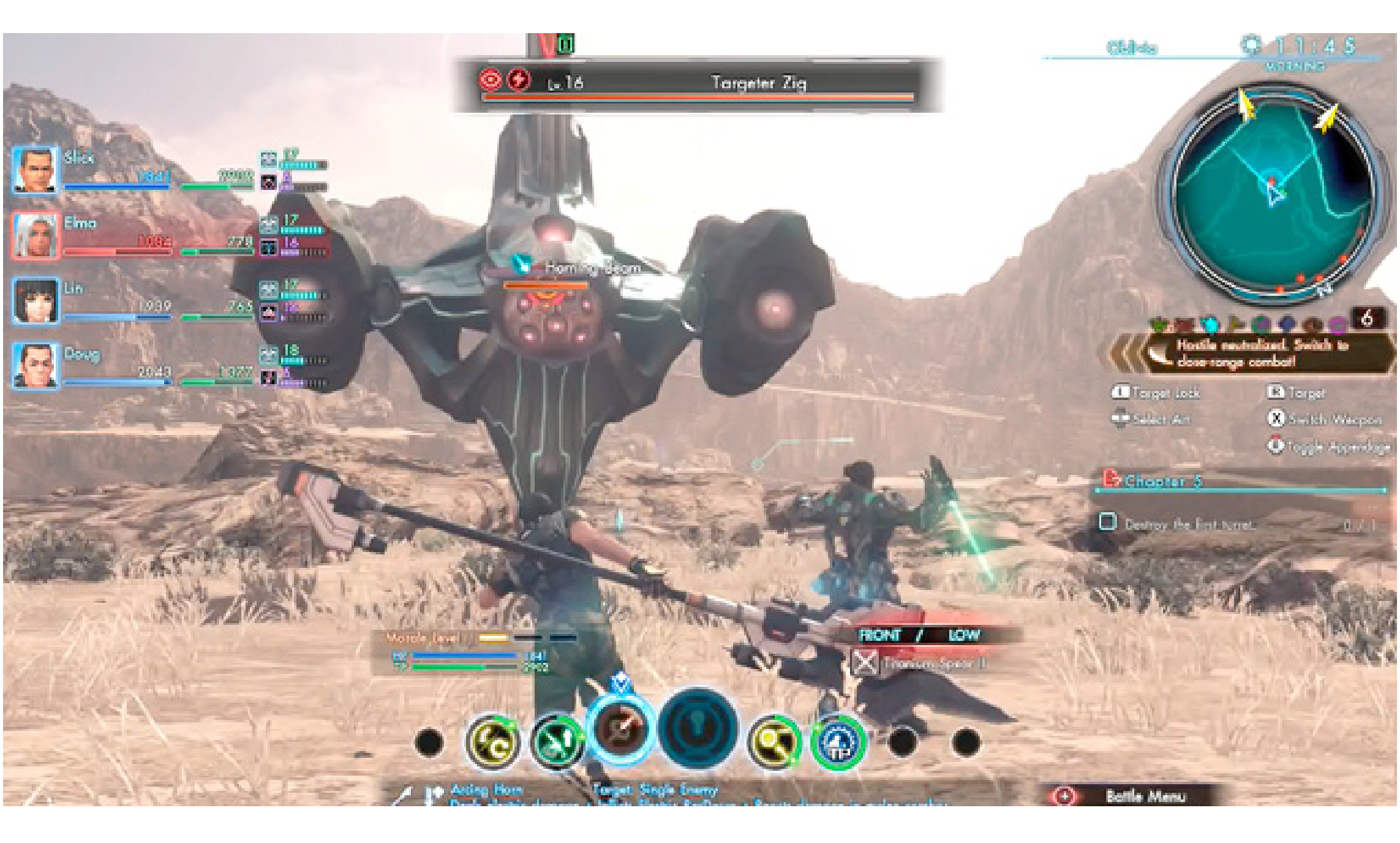
Destroy the first turret.

Objective 4

Destroy the second turret.

Objective 5

Destroy the third turret.



The three "turrets" are actually three enemies called targeter zigs. One can be found near Cliffside Camp, and two can be found at the northern ends of Mesa Fortress. Navigation isn't a problem with the Follow Ball at your disposal. What is a problem is that both of these are highly fortified Ganglion strongholds[md]Mesa Fortress even more so. Expect troops at least five levels higher than you unless you've been taking your time grinding up to this point. You have to make a decision: stealth, or combat?

Stealth maneuvering requires lots of stepping around enemies, as well as making good use of Elma's Shadowrunner Art, if you have it, to slip past Ganglion troops. This method takes less time, but it also means less fighting and less leveling up.

Meanwhile, if you go in guns blazing, you'll most assuredly get your party wiped out multiple times on your way to the turrets, and it will take more time to accomplish your objective. However, you will also slowly level up and be better equipped to take on the challenges ahead.

Lv. 16
Targeter Zig
Battle Menu

Mesa Fortress
Chapter 5
Destroy the third turret.
0 / 1

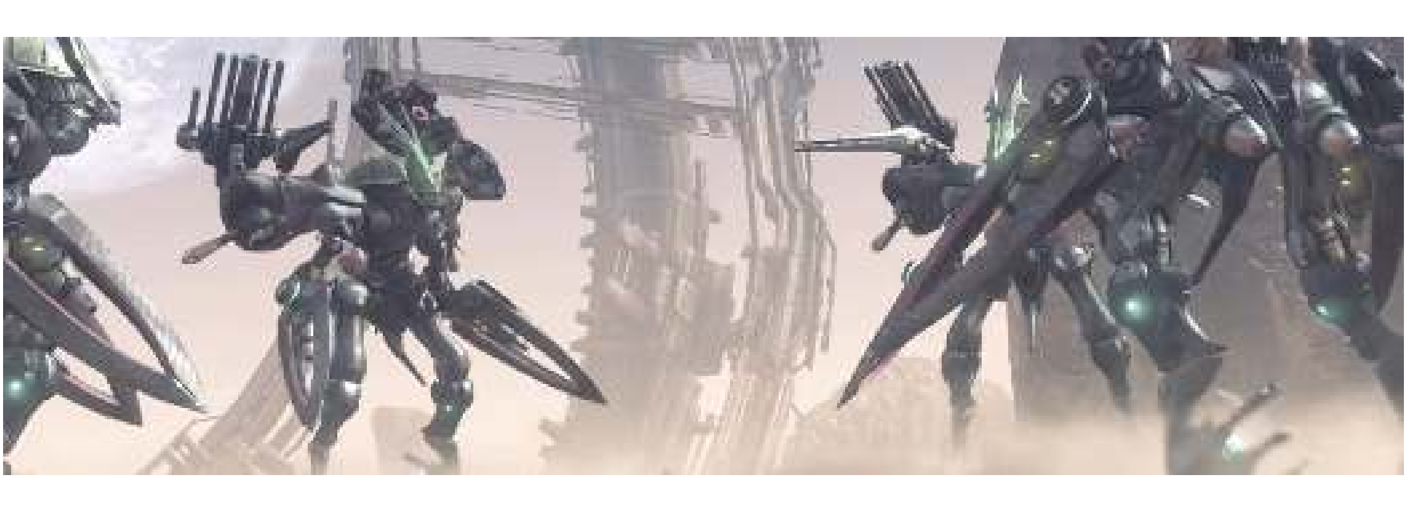
Whichever option you choose, the important thing to remember through all of this is to not give up. The more Ganglion you defeat, the stronger you'll become, and you'll eventually be able to break through their lines.

Objective 6

Return to where you encountered the Ma-non and make a report.

Objective 7

Head to Oblivia's Ruins on the Butte and rescue the Ma-non.



Ganglion Skells are menacing the Ma-non, threatening them while demanding their help. Team Elma decides to punish them for bullying the weak.

Of course, this means that you'll be fighting Skells while on foot. The good news is that they'll be around or even below your party's level, since you've had to level up by raiding Ganglion strongholds while going for the turrets. The bad news is that you're still fighting Skells while on foot. And if you thought the pugiliths were big, you're in for some perspective.

Worry not, though. It can be done.

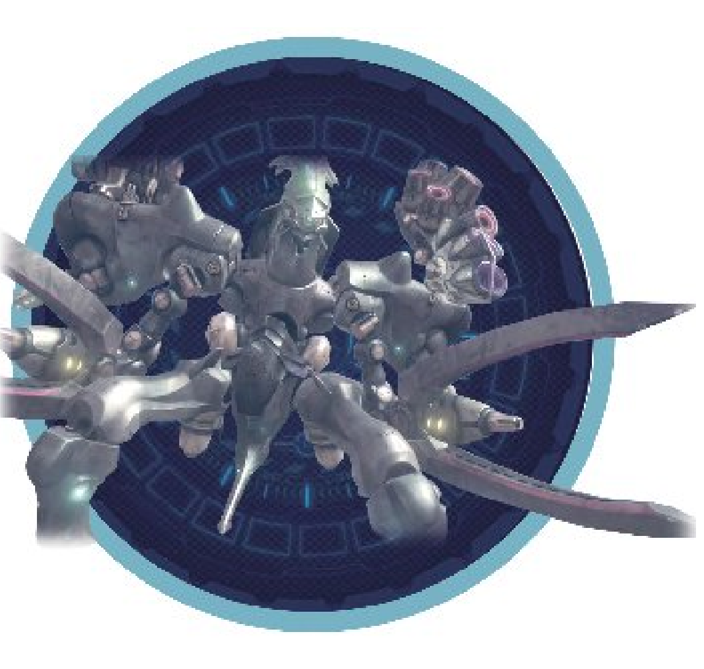
Objective 8

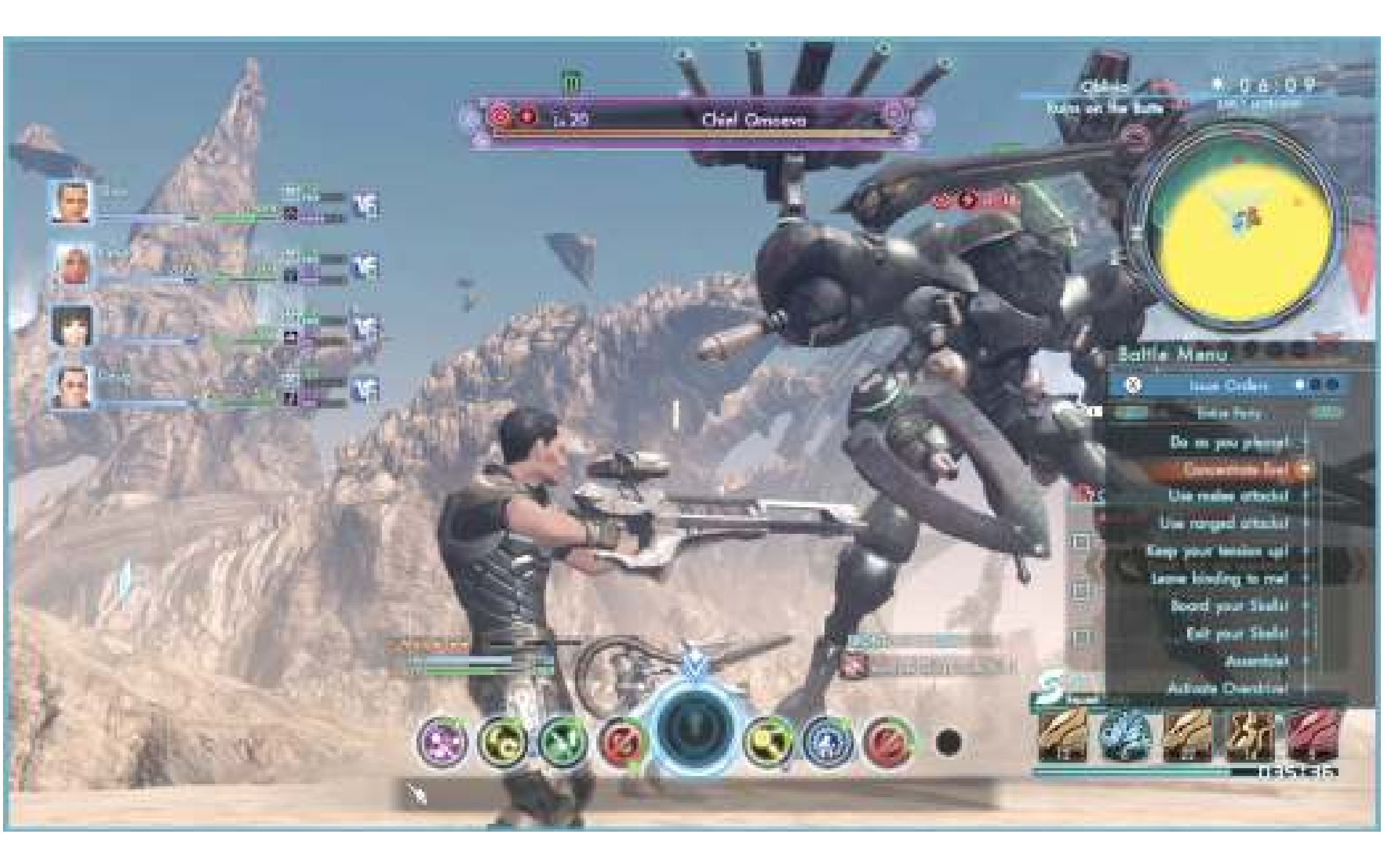
Achieve all objectives:

- **Defeat the platoon Qmoeva.**
- **Defeat the platoon Qmoeva.**
- **Defeat the chief Qmoeva.**

Platoon Qmoeva x2

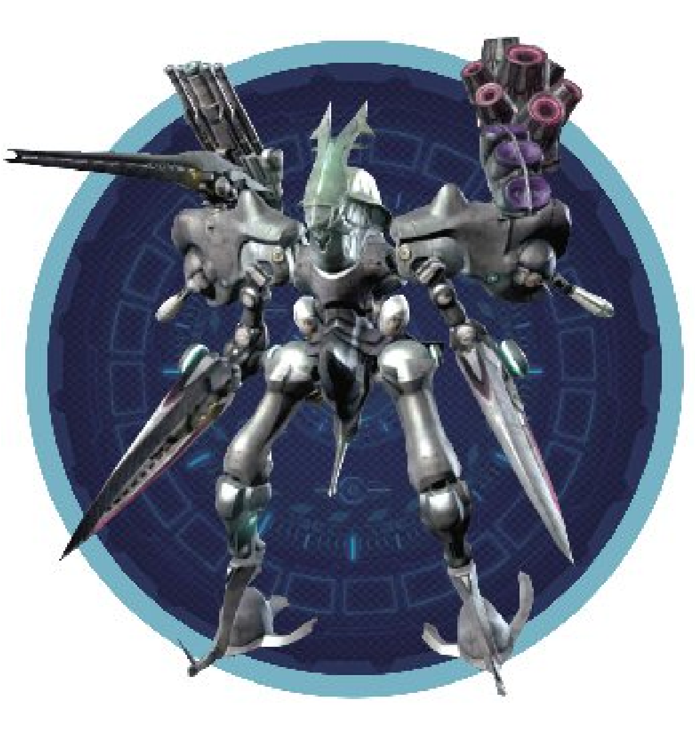
Lv. 18: Enemy




Lv. 20
Chief Qmoeva
Battle Menu
Issue Orders
Do as you please!
Concentrate fire!
Use melee attacks!
Use ranged attacks!
Keep your tension up!
Leave binding to me!
Board your Skells!
Exit your Skells!
Assemble!
Activate Overdrive!

Chief Qmoeva

Lv. 20: Boss



Lv. 20
Chief Qmoeva
Topple!!
FRONT / MIDDLE
Battle Menu

Fight the platoon Qmoevas first, as they are likely laughably below your party's current level. If you want to make things go even faster, tell your party to concentrate their fire on them.

Even with their lower levels, the Qmoevas can take a while to go down due to their size. If any of your party members have Arts that inflict Topple, the battle will go that much more smoothly. You're also a lot faster and more maneuverable than they are, meaning you can get in more attacks than they can in the same amount of time. In exchange, they hit hard. Press your advantage, mind your party's HP levels, and you'll pull through.

Q&A Time!

Lin

"How's that new left arm feeling?"

Answer

Reassure: Check your arm and nod approvingly.

Worry: Check your arm and shake your head.

Objective 9

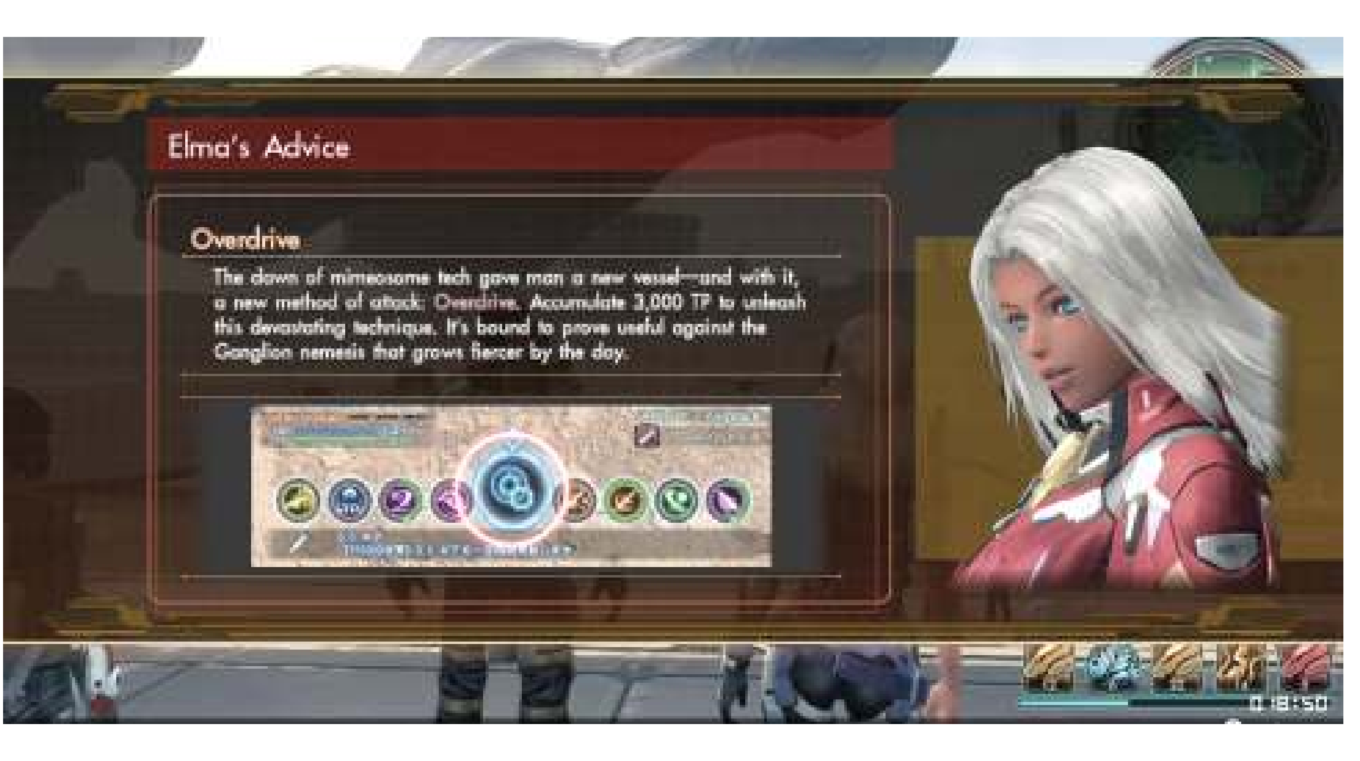
Report to Commander Vandham at the entrance to New LA's BLADE Tower.

There's not much to do here but be debriefed. However, since you helped out the Ma-non, they have worked out a friendship treaty with humans, and their ship moves into New LA as a package deal, bringing their technology with it, as well as the Candid & Credible R&D team for the Armory.

Oh, and one more thing you'll really like.

Mechanical Advancement: Overdrive

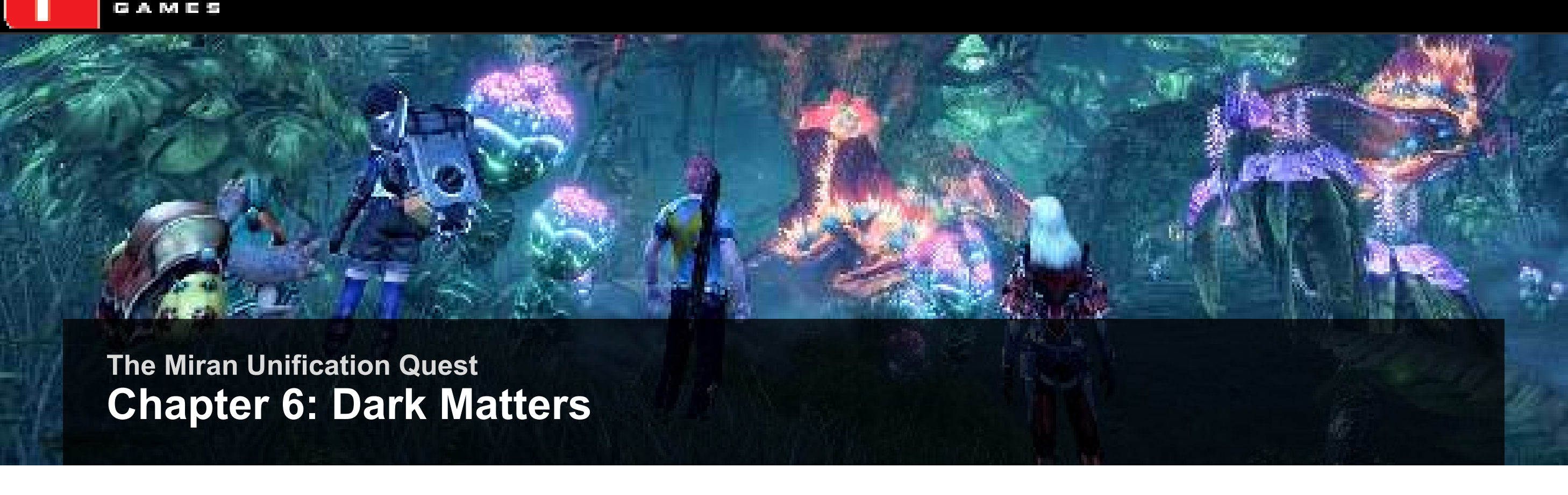
Completing Chapter 5 gives you access to one of the absolute coolest mechanics in the game: the Overdrive! With it, your body or your Skell (once you get it) can be pushed to new heights, allowing for more and faster attacks in battle, as well as more powerful ones. For a complete guide to how Overdrive helps in combat, check out the Combat section of the Primer.



Elma's Advice

Overdrive

The dawn of mimeosome tech gave man a new vessel—and with it, a new method of attack: Overdrive. Accumulate 3,000 TP to unleash this devastating technique. It's bound to prove useful against the Ganglion nemesis that grows fiercer by the day.



The Miran Unification Quest

Chapter 6: Dark Matters

It's a race between BLADE and the Ganglion to see who can uncover a vital piece of tide-turning technology first. Don't fall behind!

Chapter Prerequisites

- **Survey 20 percent of Noctilum.**
- **Complete the "A Friend in Need" affinity mission.**
- **Complete Chapter 5.**
- **Required Members: Elma and Lin.**

Main Mission Walkthrough

Once you accept this mission, a cutscene gives you your first look into the hierarchy, inner workings, and plans of the Ganglion. You're also introduced to Luxaar, the Ganglion commander. An ominous cloud hangs over the proceedings.

Then it's time for dinner!

FrontierNav System
running
ENEMY

Go ahead and choose your meal, and prepare for the briefing. Lao's team has found an alien mech, and taps L and Team Elma regarding a mysterious mech to be found in Noctilum. Neither BLADE nor Ganglion can get to it, and L knows why—it's guarded by ferocious territorial beasts known as the Tainted.

New Story Mission: Chapter 6

Head to Noctilum and retrieve the alien mech.

Objective 1

Retrieve the alien mech from Noctilum's Dead Man's gulch.

Lv 22
Terrible Germivore
Noctilum
Dead Man's Ingress
04:17
LATE NIGHT
Slick
Elma
Lin
Lao
Target lock
Select Art
Target
Switch Weapon
Toggle Appendage
Chapter 6
Retrieve the alien mech from Noctilum's Dead Man's Gulch.
Stagger IV
Morale Level
FRONT / MIDDLE
Warrior Sniper Rifle
No.2
Squad Tasks
SQUAD MISSION
Sidewinder
Target: Single Enemy
Battle Menu

After a discussion between Lin and Lao, it's time to head out. As usual, Noctilum can be a bit of a maze, so make sure you use the Follow Ball to help you out.

Slick
Elma
Lin
Lao
Chapter 6

Tatsu's Tips: Stick to the Shadows

This is one of the better places to switch to Elma as your party leader/playable character, and use her Shadowrunner Art. This Art allows you to sneak past enemies undetected for its duration.

There's one catch: Shadowrunner requires 1000 TP to activate! If you don't have enough TP, you can target an enemy (without going into battle) and use the Blood Sacrifice Art to halve your HP and gain 1000 TP.

When you arrive at the gulch, you'll see the tainted up close. From here on, it's pseudo-stealth time. Elma says they won't bother you if you don't bother them. Take this to heart. They won't attack you unless you attack them first.

Q&A Time!

Elma

"This must be their handiwork…"

Answer

Show curiosity: Ask Elma if she has any idea what it is.

Show concern: Ask Elma if she's all right.

It looks like you're about to make a clean escape. However, no plan survives contact with Tatsu, and without a second thought, the tainted are upon you. It's time to fight!

Objective 2

Defeat the tainted caro.

Tainted Caro x3

Lv. 21-30: Enemy

Tainted are tough and fast, lashing out with powerful Bite attacks and debuffing Roars. Absolutely stay behind these monsters if you can while dishing out your attacks. Try to be at least level 25 before wandering into this battle.

Topple is your best friend here, as is noting elemental weaknesses: If all else fails, use fire.

Lv 20
Tainted Caro
Noctilum
Millstone Ridge
Slick
Elma
Lin
Lao
Target lock
Select Art
Target
Switch Weapon
Toggle Appendage
Chapter 6
Defeat the tainted caro.
1/3
SIDE / LOW
Chrome Spear I
No.2
Squad Tasks
Balance Breaker
Target: Single Enemy
Battle Menu

Lv 20
Tainted Caro
Noctilum
Millstone Ridge
01:02
LATE NIGHT
Slick
Elma
Lin
Lao
Target lock
Select Art
Target
Switch Weapon
Toggle Appendage
Chapter 6
Defeat the tainted caro.
2/3
SIDE / LOW
Warrior Sniper Rifle
No.2
Squad Tasks
SQUAD MISSION
Target: Single Enemy
Battle Menu

The caro are down. Unfortunately, this only invites more trouble. There's still no way out but through, so it's boss time.

Objective 3

Defeat the tainted sphinx.

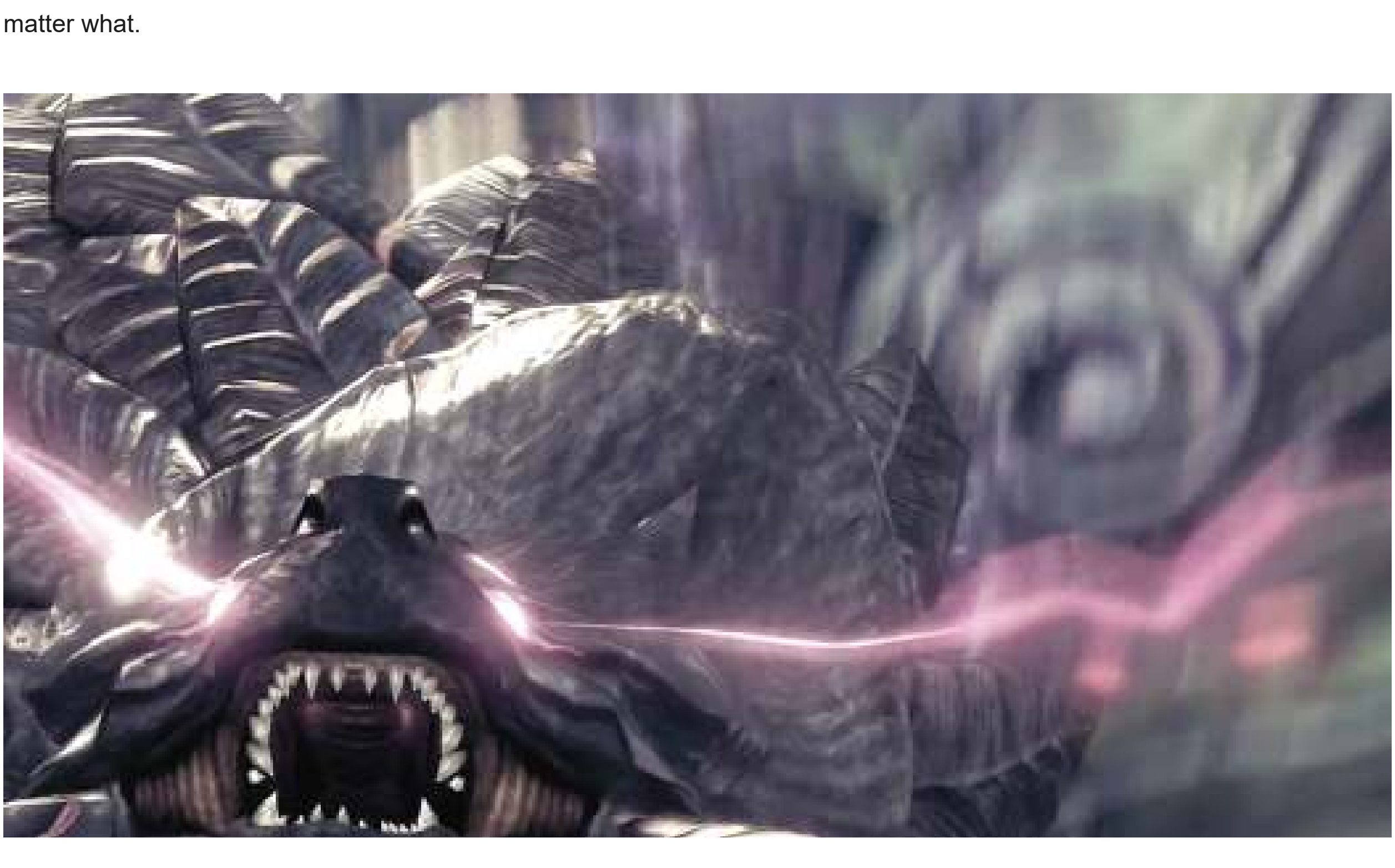
Tainted Sphinx

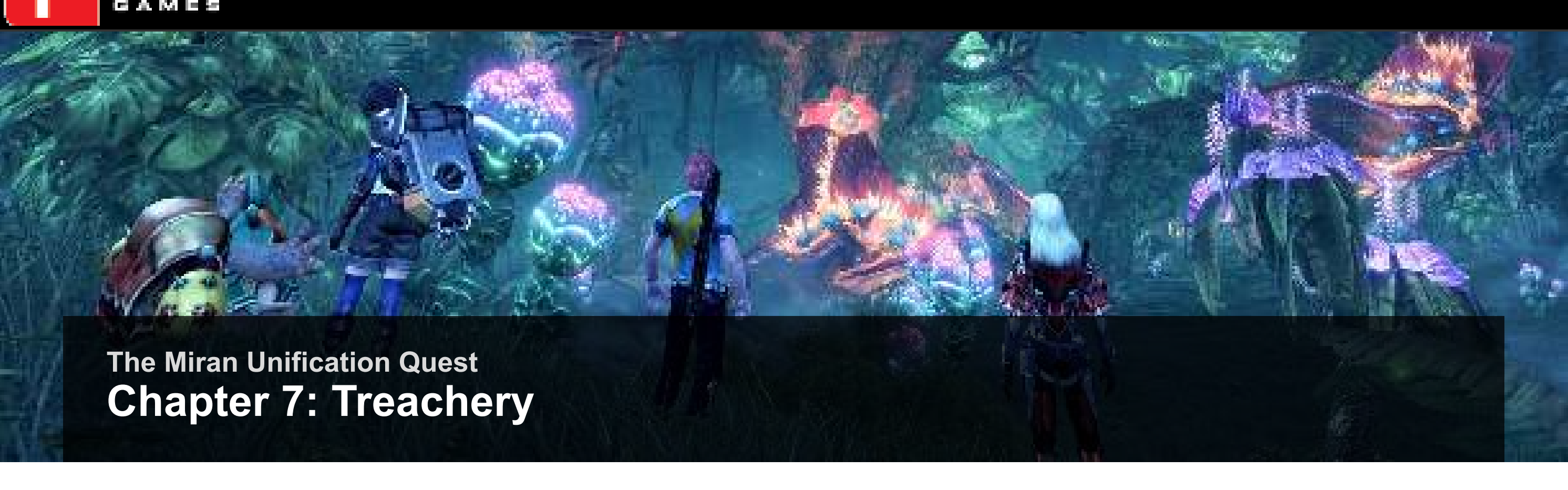
Lv. 24: Boss

Lv 24
Tainted Sphinx
Noctilum
Millstone Ridge
01:21
LATE NIGHT
Slick
Elma
Lin
Lao
Target lock
Select Art
Target
Switch Weapon
Toggle Appendage
Chapter 6
Defeat the tainted sphinx.
0/1
FRONT / LOW
Chrome Spear I
No.2
Squad Tasks
SQUAD MISSION
Draw Weapon
Battle Menu

Tainted Sphinx
Elma
Target Lock
Select Art
Target
Switch Weapon
Toggle Appendage
Chapter 6
Defeat the tainted sphinx.
0/1
FRONT / MIDDLE
Warrior Sniper Rifle
Target: Single Enemy
Battle Menu

The tainted sphinx is bigger and tougher than the tainted caro. Expect more of the same as the last fight, only more painful. Speaking of the caro, the sphinx will call some in to the fight halfway through. If you had an easy time against the caro in the last fight, then you may wish to just have your entire team concentrate on the sphinx—once it's gone, the battle's over no matter what.





The Miran Unification Quest

Chapter 7: Treachery

It's more adventures in Oblivia as BLADE tracks down another piece of the Lifehold. However, the Ganglion forces are only growing larger and more ruthless…

Chapter Prerequisites

- **Explore 25 percent of Oblivia.**
- **Complete the "Close Comrades" affinity mission.**
- **Complete Chapter 5.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Irina and Gwin.**

Tatsu's Tips: Skells. Are. Awesome.

Lin actually had the right of it: Skells are so rad it's not even funny. Skells can traverse across land much faster than you can on foot, and enemies that were previously a challenge or impossible to challenge at all become child's play, or at least approachable. They also may or may not make some amazing julienne fries.

Be sure to complete "The Skell License" mission as soon as possible to get one of your very own!

Story Mission Walkthrough

Go ahead and eat dinner. Hopefully you've gotten your Skell license, but don't worry too much if you don't. For this chapter, it's not really a prerequisite. For the next one, however…

BLADE has found another piece of the Lifehold. It's not the Core, but it's still a big find. Unfortunately, there's a Ganglion fortress nearby. It's action time.

New Story Mission: Chapter 7

A piece of the Lifehold has been found in Oblivia. Head there and rescue Irina and her team from the Ganglion.

Objective 1

Head to Oblivia's Ibra Ravine and assist Irina's team.

The way to the ravine is fairly straightforward, but just the same, the Follow Ball will get you there without any trouble. You arrive just in time to stop Irina and Gwin from essentially going on a suicide run. Instead, keep the enemies busy while they look for an opening and secure the Lifehold piece.

Go straight ahead and prepare to fight a gauntlet of mechs.

Objective 2

Achieve all objectives:

- **Defeat the assault Qmoeva.**
- **Defeat the assault Qmoeva.**

Assault Qmoeva x2

Lv. 22: Enemy

Treat these Qmoevas like the last ones you fought—side flanks and back attacks, while attacking as often as possible. Concentrate fire if need be.

246
Assault Qmoeva

Once those are out of the way, reinforcements show up!

Objective 3

Achieve all objectives:

- **Defeat the assault Qmoeva.**
- **Defeat the assault Qmoeva.**
- **Defeat the pursuit Qmoeva.**

Pursuit Qmoeva

Lv. 19: Enemy

A Qmoeva by any other name can still be handled the same way. The odds are tilted slightly more in their favor, however, so be careful. If your party is at least five levels above theirs, you should be just fine.

Q&A Time!

Tatsu

"Friends get all of them? Tatsu not even break a sweat!"

Answer

Boast: Remark how strong your team has become.

Worry: Express concern that it felt too easy.

Objective 4

Head to the Lifehold unit in Oblivia.

Use whatever means you deem necessary to reach your destination, where you see the Lifehold unit sticking out the side of a mountain.

However, you also run into a Ganglion who's already got a grudge against you. Goetia's back—with her own ride, Almandal! —and this time it's personal. Elma makes it personal right back, and the game is on.

Objective 5

Defeat Almandal.

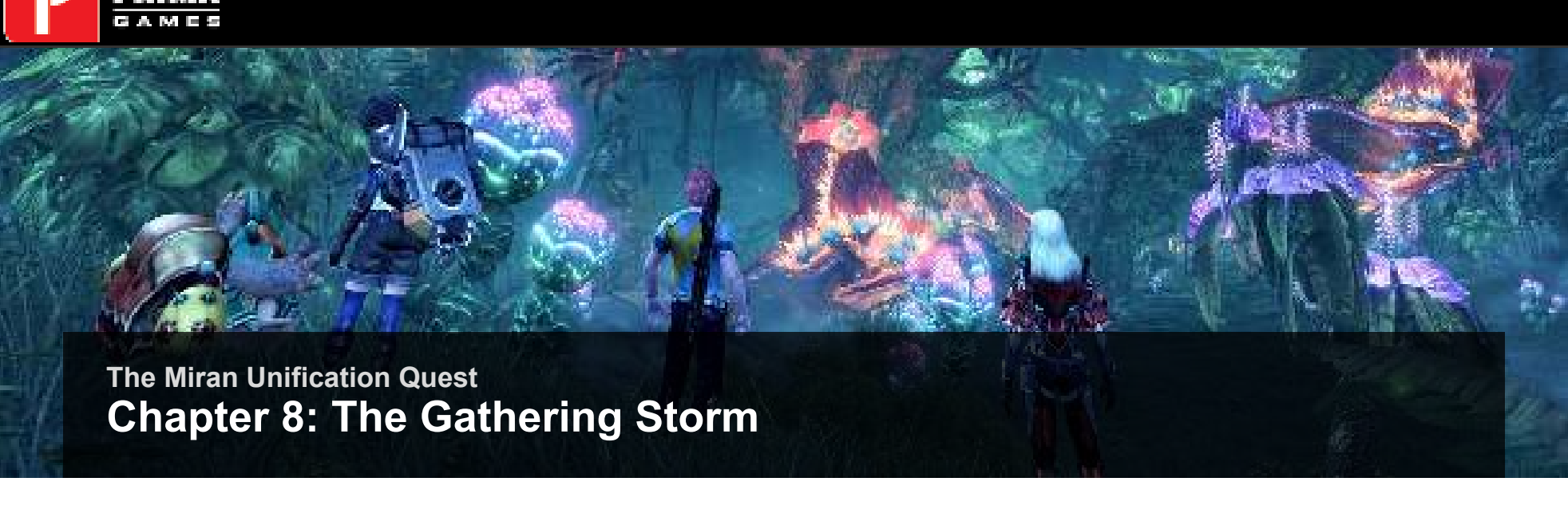
Almandal

Lv. 28: Boss

Almandal is a cut above the Qmoevas you've been fighting. Fortunately, it's a four-on-one fight, and you have Overdrive at your disposal. If you have a Skell, this fight isn't much to worry about—if you don't, you'll have to play smart to pull off the win.

Have your party at least level 31 if you want to stand a chance on foot. Chain and combo all of the attacks you can and let loose all of your debuffs. Almandal hits hard, and faster than any mech you've fought thus far despite its size. However, stay persistent and you'll walk away with the victory.

Lv.28
Almandal
275
Elma
Lin
Doug
900
Morale Level
Beam Saber
Target: Single Enemy



The Miran Unification Quest

Chapter 8: The Gathering Storm

The Ganglion have officially had enough of your shenanigans and are bringing the fight to your doorstep. Time for you and the rest of New LA to be gracious hosts.

Chapter Prerequisites

- **Explore 10 percent of Mira.**
- **Complete "The Matchmaker" affinity mission.**
- **Complete Chapter 7.**
- **Required Members: Elma and Lin.**

Tatsu's Tips: Prep for Battle!

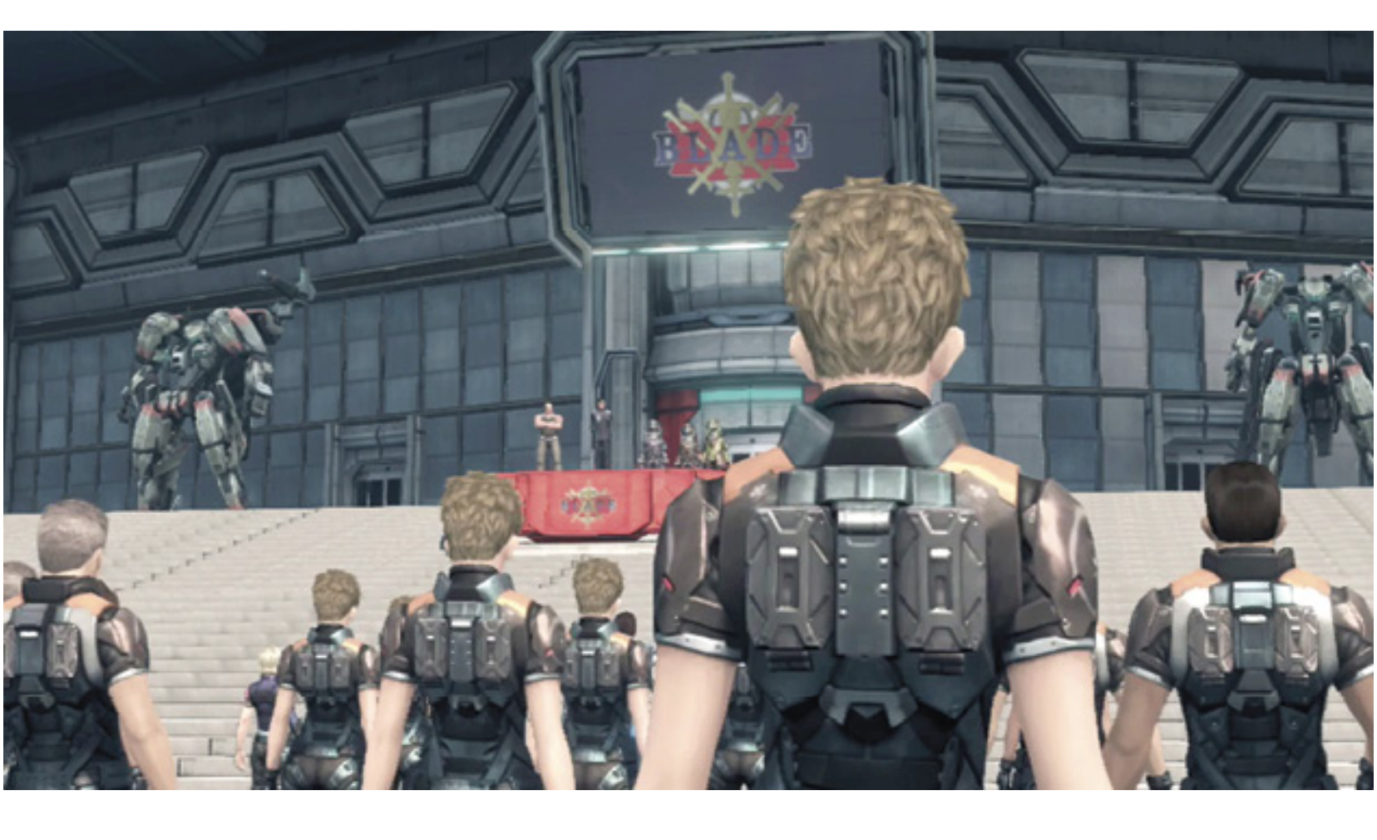
Pursuit Qmoeva
02:42.9
04:00

If you didn't get the Skell license last chapter, make sure you get it for this! Having at least two Skells to go around will help immensely for this chapter's boss battle.

Story Mission Walkthrough

Dinner is interrupted by alarms, and Secretary Nagi tells you in short order that the Ganglion are marching en masse toward New LA. All fighting personnel are to defend the city—no matter the cost.

Team Elma is tasked with defending the Administrative District. No one is to get in through the gate if you can help it.



Q&A Time!

Elma
"And you, Rook. You ready?"
Answer
Nod: Boast you could take them all on by yourself.
Shake your head: Confide that you're actually a bit scared.

New Story Mission: Chapter 8

Ganglion forces are approaching! Defend New LA against the onslaught.

Objective 1

Leave the BLADE barracks.

Tatsu and the Nopon have made it so that you can buy supplies and gear and use the Armory in the barracks for this chapter. Get whatever you need, and gear up however you see fit. If you have any Skells, outfit them with as many weapons as possible.

Once ready, walk out that door to punch Armageddon in the face.

Q&A Time!

Lin
"Yeah, but… 'Brigadier General'?"
Answer
Approve: Remark that the title is already starting to grow on you.
Disapprove: Joke that the title makes Vandham sound like an old movie villain.

Objective 2

Achieve all objectives:

- **Defeat the scout puges.**
- **Defeat the strike pugiliths.**

Scout Puge x3

Lv. 28: Enemy

Scout Puge
Slick
Elma
Lin
MISS
Stagger
Advanced Chrome Blade
Overdrive
3000 TP: Activate Overdrive for a limited time

Strike Pugilith

Lv. 28: Enemy

You're battling fodder of all sizes in this fight. You've fought them before—don't be afraid to advance a little in order to hit them from the back and sides. Having at least one Skell makes this battle much easier.

Objective 3

Defend the east gate of New LA from the Ganglion's attack for three minutes.

Blitz Qmoeva
0 1:06.9
904

Once you've gotten rid of the warmup, it's time for the real appetizer. Level 28-29 Ganglion mechs assault your position. Once again, you've fought them all before, and Skells will only make defeating them easier. If you don't have Skells, then conquer your enemies by concentrating all of your party's fire on one foe at a time. Three minutes is enough to tear through a few Qmoeva. Then prepare for the next wave.

Objective 4

Achieve all objectives:

- **Defeat the impact Galdr.**
- **Defeat the impact Galdr.**

Impact Galdr x2

Lv. 27: Enemy

Impact Galdrs are rather new, and also rather massive. Treat this like the fight against Almandal last chapter—their capabilities are similar. Expect fast, hard-hitting attacks that can only be matched by hitting harder and faster. Topple them if possible, and if you have Skells, you have a lot less to worry about.

Q&A Time!

Lin
"We did it…? We did it!"
Answer
Caution: Suggest another wave might hit soon.
Rejoice: Propose a grand celebration tonight.

A massive Ganglion ship presence makes its way toward the city, filled with loads of mechs. Like it or not, this battle's going to the streets. It also appears two new generals are leading this charge…

Q&A Time!

Lin
"Looks like a number of enemy Skells have entered the city."
Answer
Be bold: Suggest you take them head-on.
Be pragmatic: Suggest a strategic withdrawal.

Vandham has a job for you as soon as you enter the city—two really nasty Ganglion are tearing through absolutely everything. If Team Elma can't handle it, it's safe to say no one can.

Objective 5

Head to New LA's Commercial District and eliminate the invading forces.

Assault Pugilith
Commercial District
04:00

You'll fight some enemy fodder and mechs along the way, none of which should prove a problem after the waves you just went through to get this far. Dispatch them as quickly as possible so you can arrive at the Commercial District and the real fight.

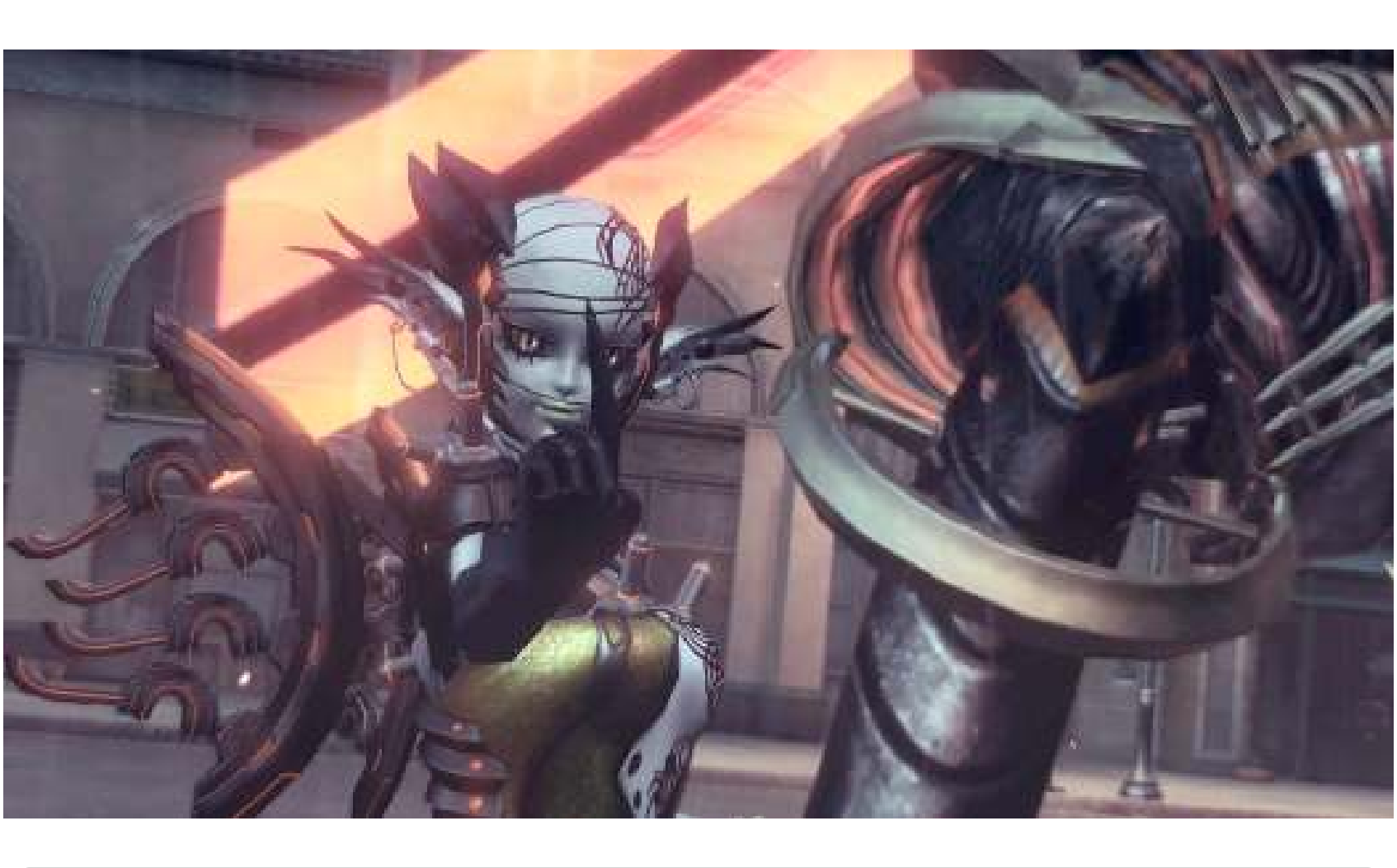
The biggest threat blocking your way to the Commercial District is this level 30 talon knight Qmoeva. Treat it like any other boss-class Qmoeva you've fought thus far, and don't give it an inch.

Talon Knight Qmoeva

Once you make it to the Commercial District, the Ganglion give you an extra-warm welcome. Whatever you do, don't rush into the fray full-force. Instead, pick at the assorted enemy mechs and troops from as far away as possible, pushing slowly into the ranks. You don't want too many enemies drawing a bead on you at once, otherwise you will be toast, Skell backup or no.

Strike Puge
224

Survive the onslaught and it's time for the main event: Team Elma vs. Ganglion generals Ryyz and Dagahn! They have an imposing presence and absolutely have the strength to back up that presence and their words.



Q&A Time!

Lin
"I know…"
Answer
Encourage: Tell Lin there's no way you'll lose.
Panic: Get ready to grab Lin's hand and run.

Objective 6

Achieve all objectives:

- **Defeat Dagahn.**
- **Defeat Ryyz.**

Dagahn

Lv. 31: Boss

Ryyz
Commercial District
04:00

Ryyz
1402
1136
1427
OVERDRIVE
02:39

Ryyz

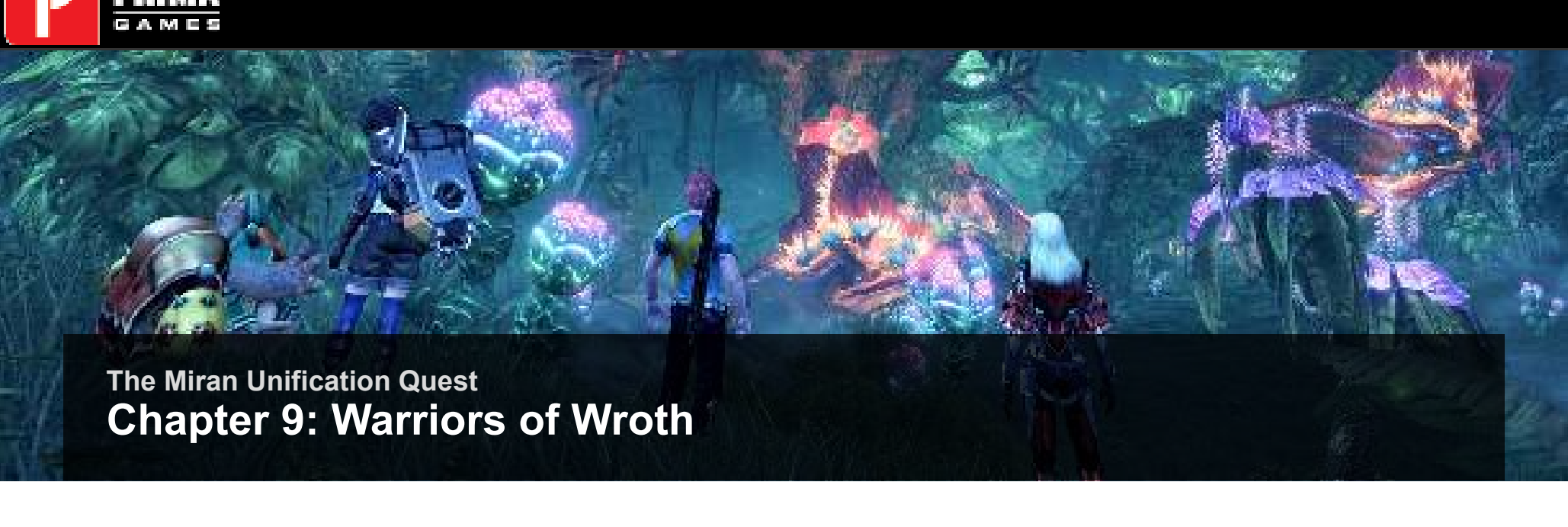
Lv. 31: Boss

So far the enemies being thrown at you have been relentless and stronger than in previous chapters. This boss battle follows suit. Either general will give you a run for your money, so it doesn't matter who you go for first. However, you do want to be quick about shaving off those hit points, so definitely have all four party members concentrate on one general at a time.

Ryyz brings gravity-based attacks such as Gravity Shell, Gravity Barrier, and Gravity Drop to the party, all of which make her hard to hit while she's able to hit single enemies hard. Meanwhile, Gravity Rain has an area of effect. Suffice to say, if you can tune your gear to defend against gravity, you'll have a much easier time.

Ryyz
Keep them busy, idiot!
OVERDRIVE
05:23

Ryyz
286
Time to play!



The Miran Unification Quest

Chapter 9: Warriors of Wroth

Warriors' honor and diplomats' ideals collide as representatives of humanity and the Wrothian race meet face to face at last. Can these ferocious people be reasoned with?

Chapter Prerequisites

- **Install a data probe at Sylvalum's entrance.**
- **Complete the "Spy Games" affinity mission.**
- **Complete Chapter 8.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Lao and Doug.**

Caution: Bring Your Hardware

Skells are absolutely essential now, and we suggest having at least two of them for the fight ahead.

Story Mission Walkthrough

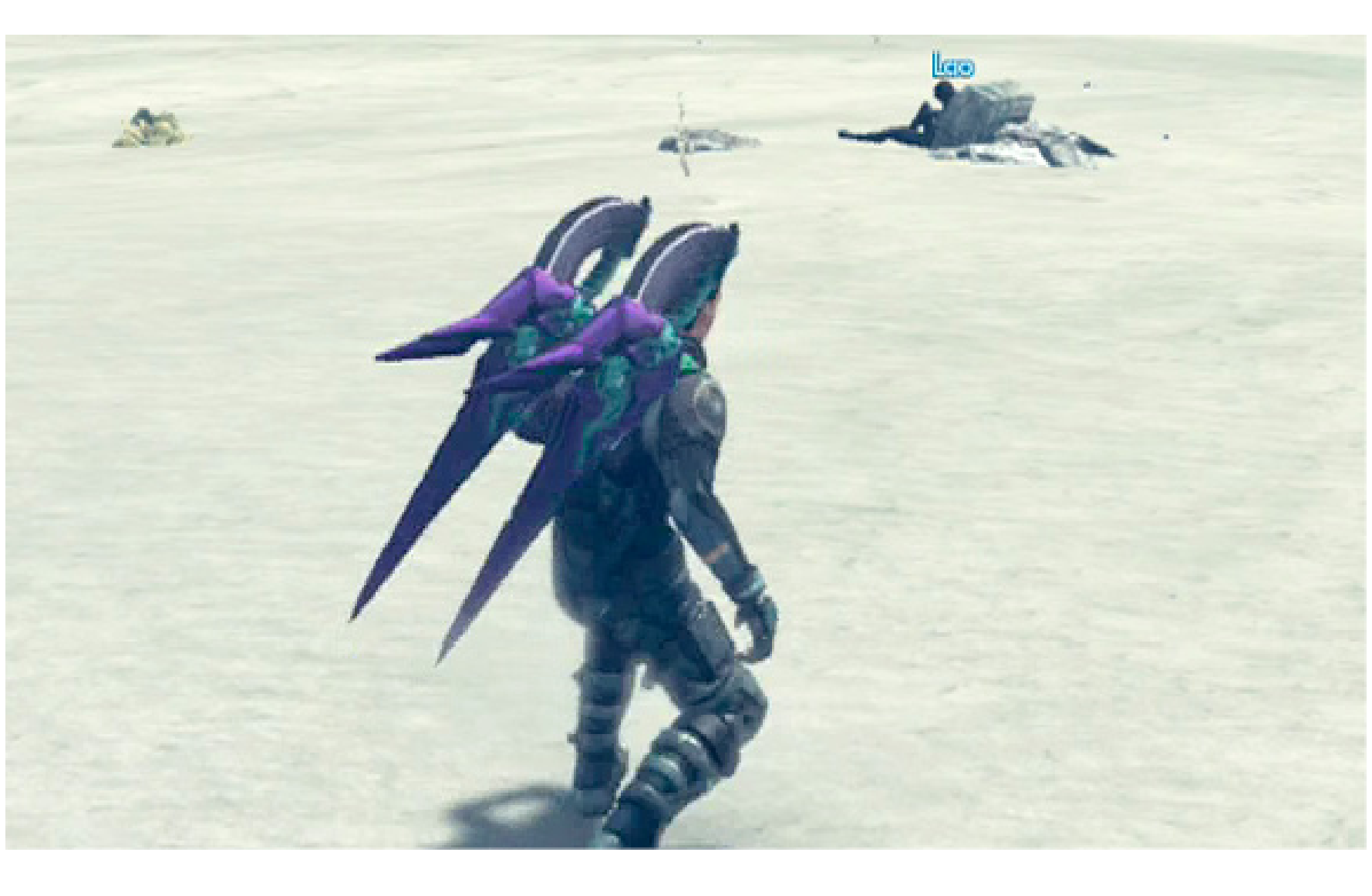
Eat dinner, then get ready for a Lifehold hunt. Another piece has been found in Sylvalum, and Lao's team is already en route. Seems simple enough.

New Story Mission: Chapter 9

A piece of the Lifehold has been found in Sylvalum. Rendezvous with Lao and investigate.

Objective 1

Meet Lao near Sylvalum's Seabird's Beak.



Fast-travel, swim, or Skell your way to the southwestern coast of Sylvalum, then fight your way up to where Lao is. He's directly north, and he directs you to the Ganglion threat that awaits.

Objective 2

Head to the Lifehold unit in Sylvalum's Shivering Sands.

Once again, follow the trail north, being careful to step around the more powerful indigens that populate the area. If you can, take some time to take on the more diverse life here and gain a few levels for your party. Every bit helps, especially in this chapter.

Once you reach the Shivering Sands, it's time for a long-awaited reckoning. Prepare to officially meet the Wrothians, an honor-bound people who understand only the language of battle!

Q&A Time!

Ga Jiarg
"Defeat us in battle, and yes, you will also win your freedom."
Answer
Accept: Agree to their challenge.
Refuse: Say you cannot trust them.

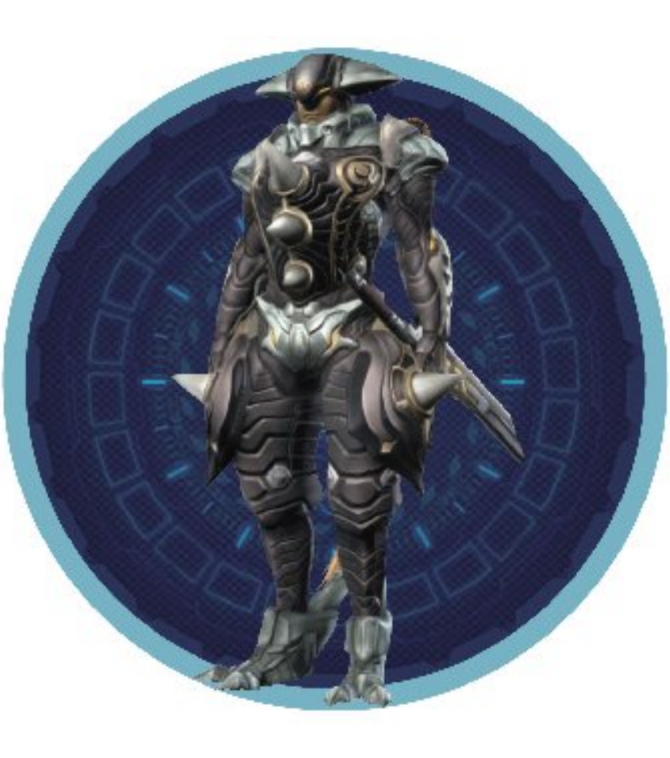
Objective 3

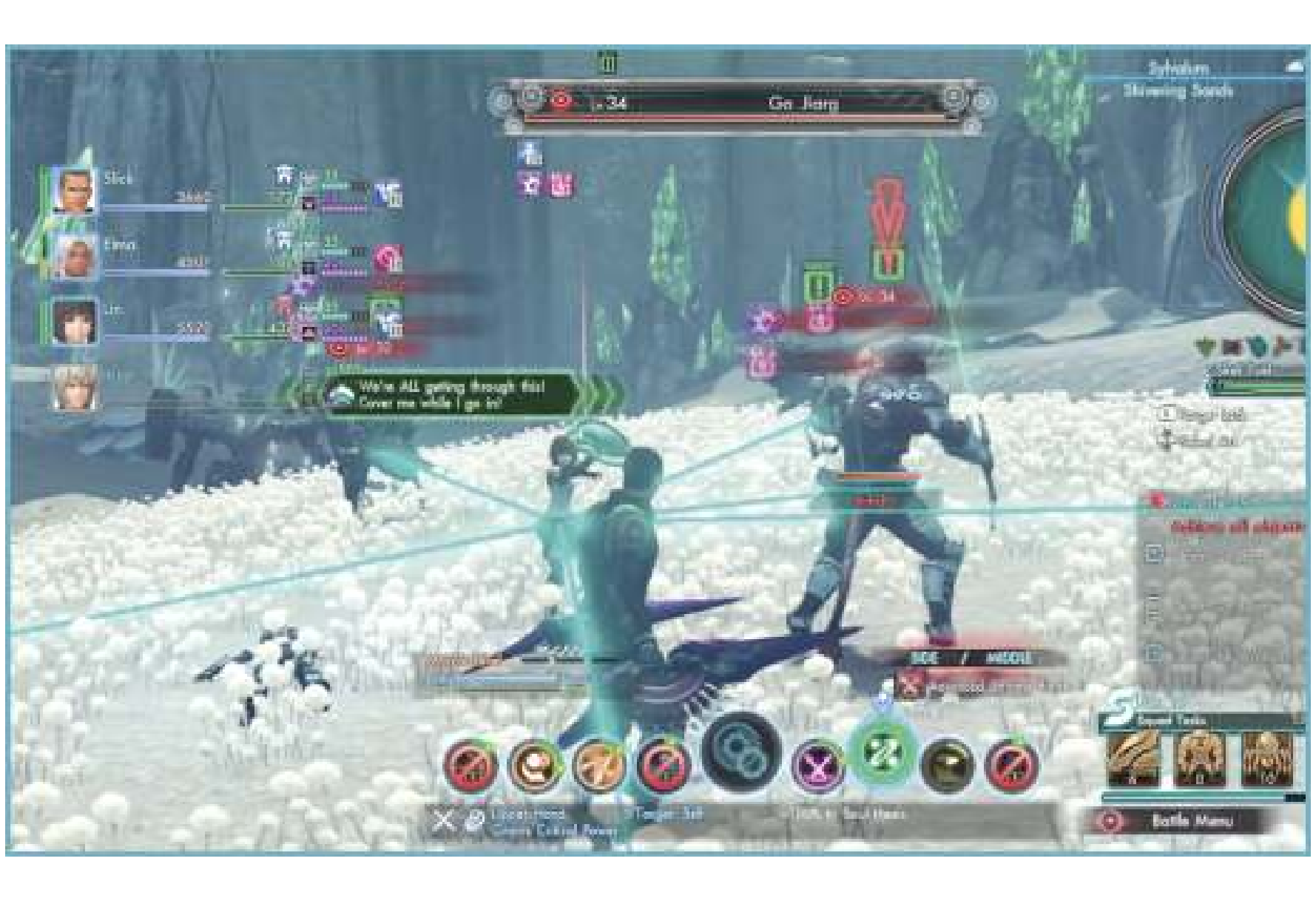
Achieve all objectives:

- **Defeat Ga Jiarg.**
- **Defeat Ga Buidhe.**
- **Defeat the Wrothian warriors.**

Wrothian Enactor x2

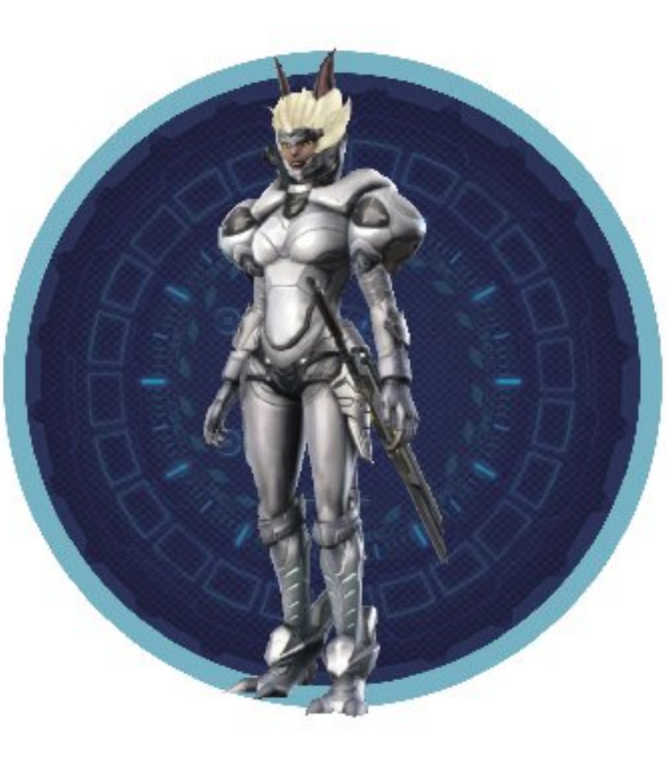
Lv. 32: Enemy

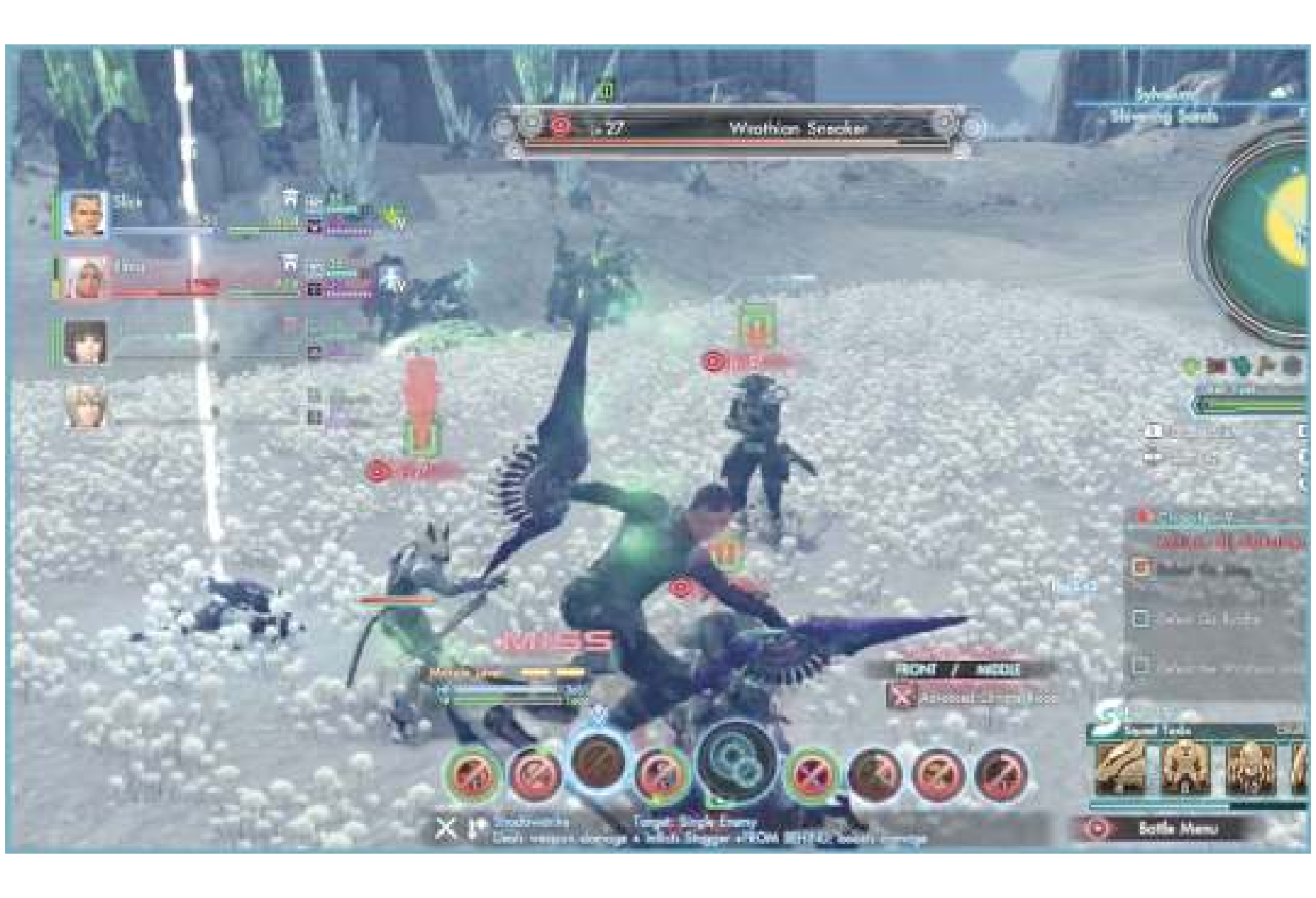



Ga Jiarg
Sylvalum
Shivering Sands
We're ALL getting through this!
Cover me while I go in!

Wrothian Sneaker x2

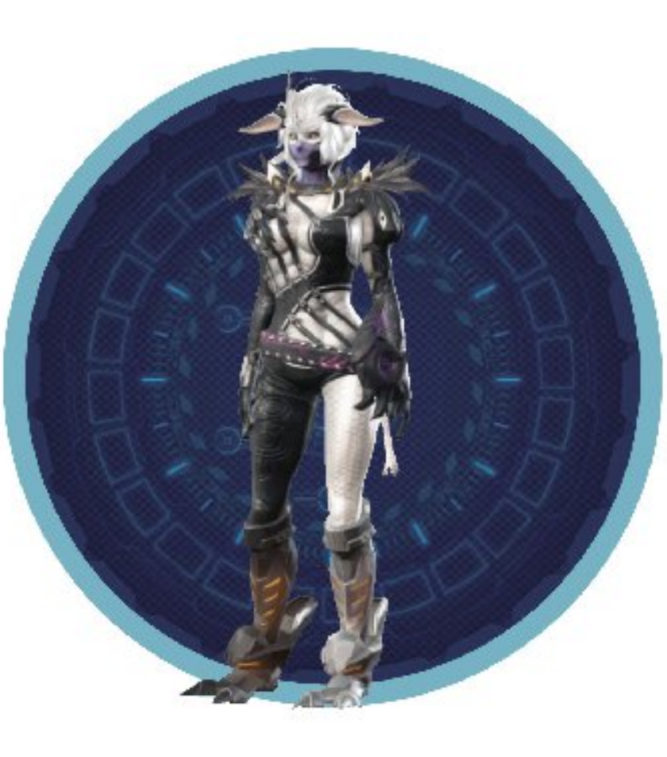
Lv. 32: Enemy




Wrothian Sneaker
Sylvalum
Shivering Sands
MISS
Battle Menu

Ga Buidhe

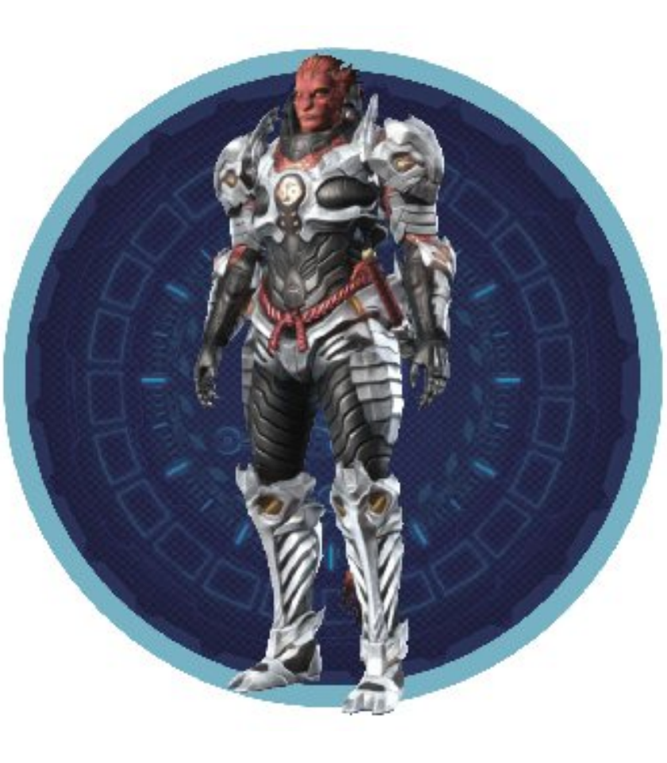
Lv. 33: Boss



Even more than Dagahn and Ryyz, the Wrothians will prove to be a wake-up call for most players. Their melee attacks are brutal and their speed and evasion are off the charts. Try to have your entire party at least at level 36, though higher can't hurt.

Ga Jiarg

Lv. 34: Boss



Concentrate your fire on each of the Wrothian warriors first, one by one. You want to get them out of the way quickly before taking on the prince and his adjunct. Get either ringleader's HP low and they will "strengthen their teamwork"—meaning they'll buff up even further.

You can't use Skells in this fight, so go in with your best ground gear, and, if you have them, auras for at least two of your party members and some buff/debuff Arts. Toppling the Wrothians is also an abusable tactic. This will be a tough battle that a comparatively leveled party will not be able to win by matching power with power. The only way to win here is with endurance.

If you prevail, Ga Jiarg and Ga Buidhe up the ante and climb into massive Skells. You get a short reprieve to recover and climb into your own Skells. Do both and join the battle!

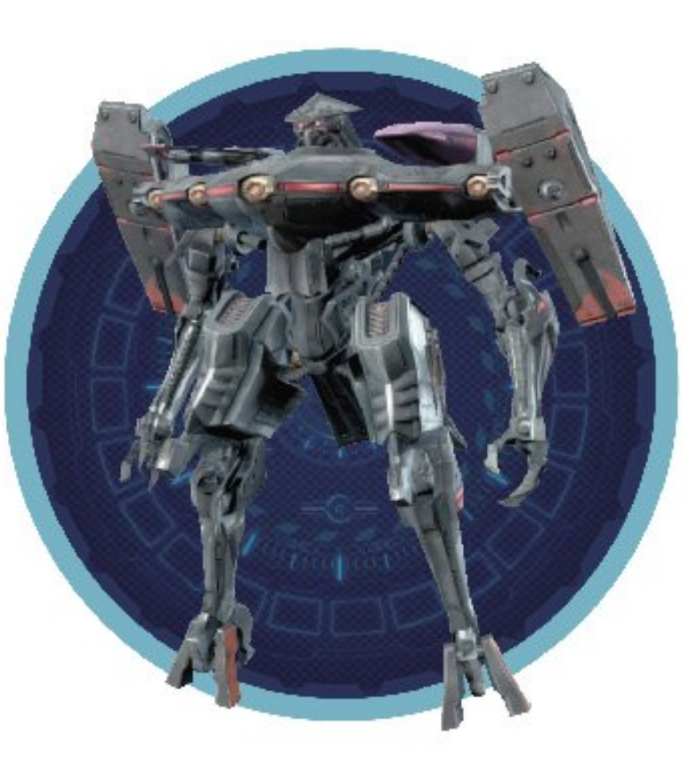
Objective 4

Achieve all objectives:

- **Defeat the Vasara.**
- **Defeat Deva Caladar.**

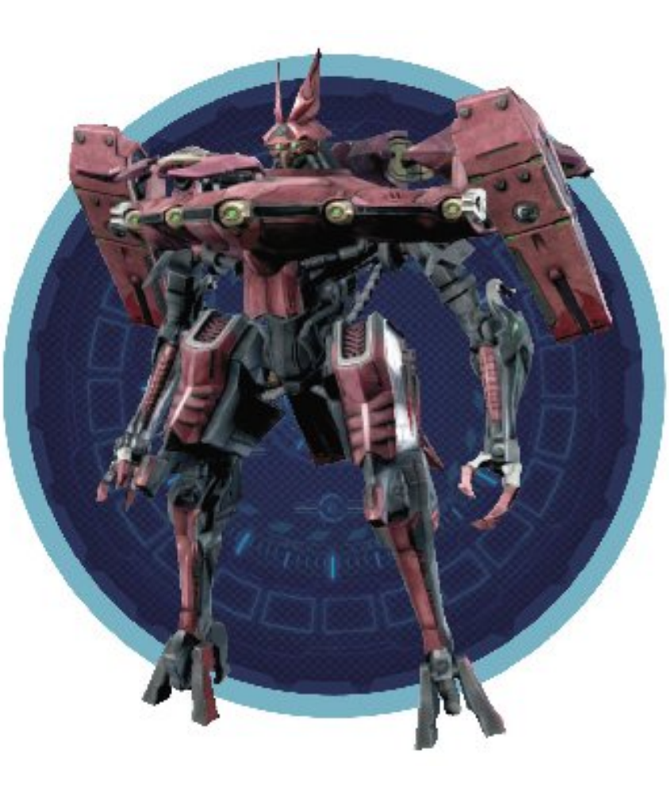
Caladar (Multiple)

Lv. 33: Enemy



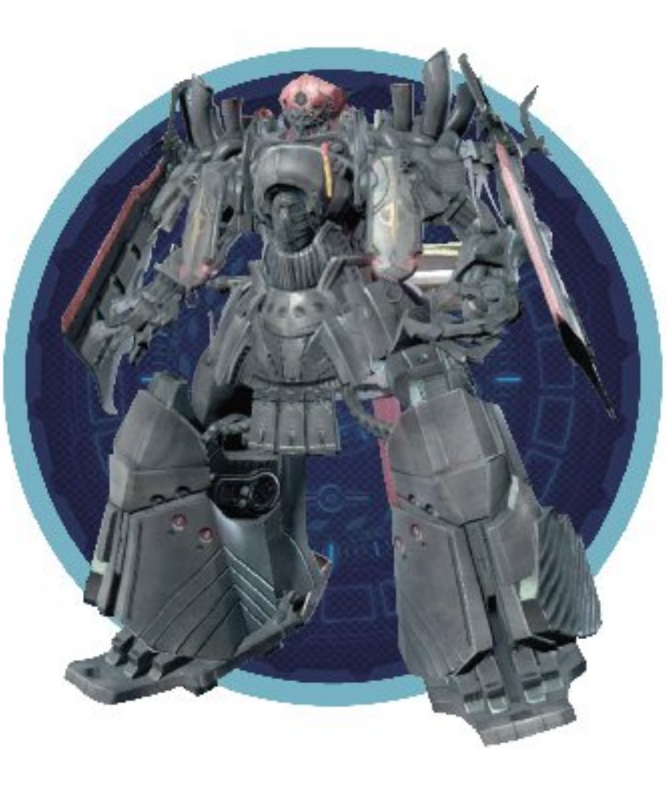
Deva Caladar

Lv. 34: Boss

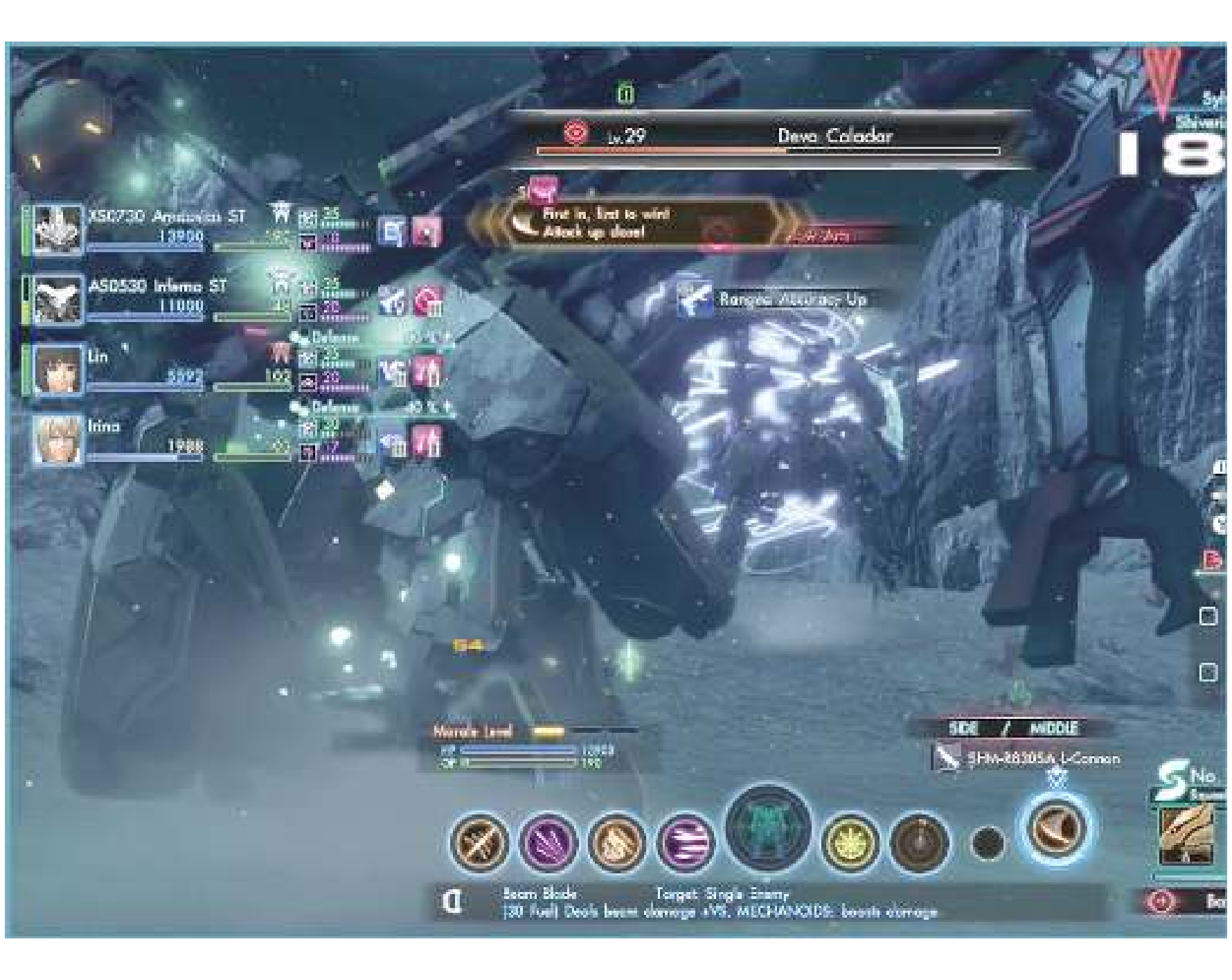


Vasara

Lv. 35: Boss

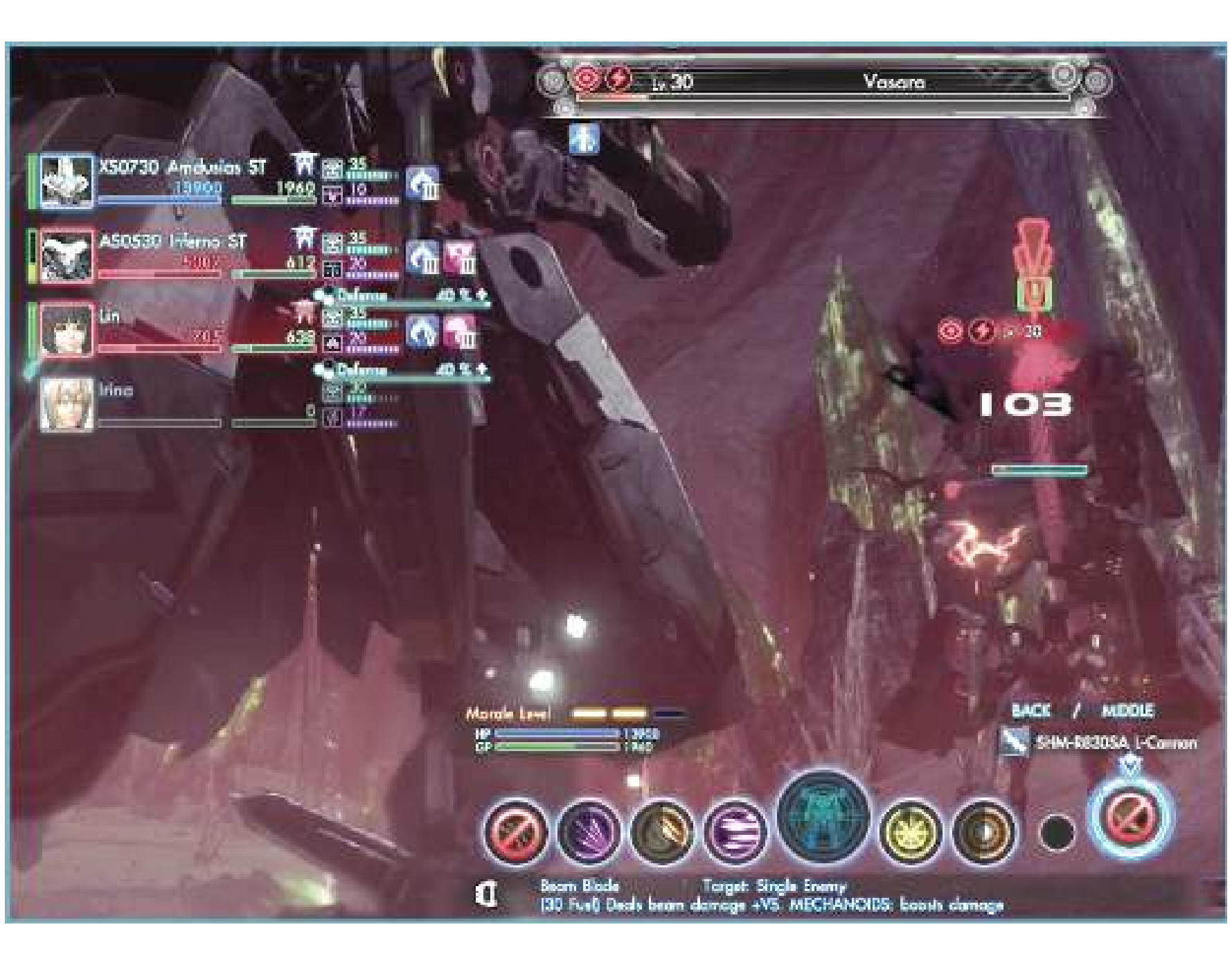


In Skells, the Wrothians exchange speed for power, but they're no less deadly. Lay into Deva Caladar first with everything you have. The Vasara has the ability to render itself invincible via force field once you deal enough damage to it, forcing you to take on the Caladar Skells until the Vasara lowers its defenses. On the bright side, it's very susceptible to Binding.


Lv.29
Deva Caladar
First in, last to win!
Attack up done!
XS0730 Amduscias ST
AS0530 Inferno ST
Lin
Irina
Ranged Accuracy Up
Morale Level
SIDE / MIDDLE
SHM-R830SA L-Cannon
Beam Blade
Target: Single Enemy
(30 Fuel) Deals beam damage +VS. MECHANOIDS: boosts damage

Near the end of the battle, the Vasara sets itself ablaze and gains even greater offensive power. Don't be intimidated or overwhelmed—make sure no other foes are on the battlefield, then team up on it with your strongest attacks. Go all out!

Win here, and the Wrothians will finally retreat.


Lv.30
Vasara
XS0730 Amduscias ST
AS0530 Inferno ST
Lin
Irina
103
Morale Level
BACK / MIDDLE
SHM-R830SA L-Cannon
Beam Blade
Target: Single Enemy
(30 Fuel) Deals beam damage +VS. MECHANOIDS: boosts damage

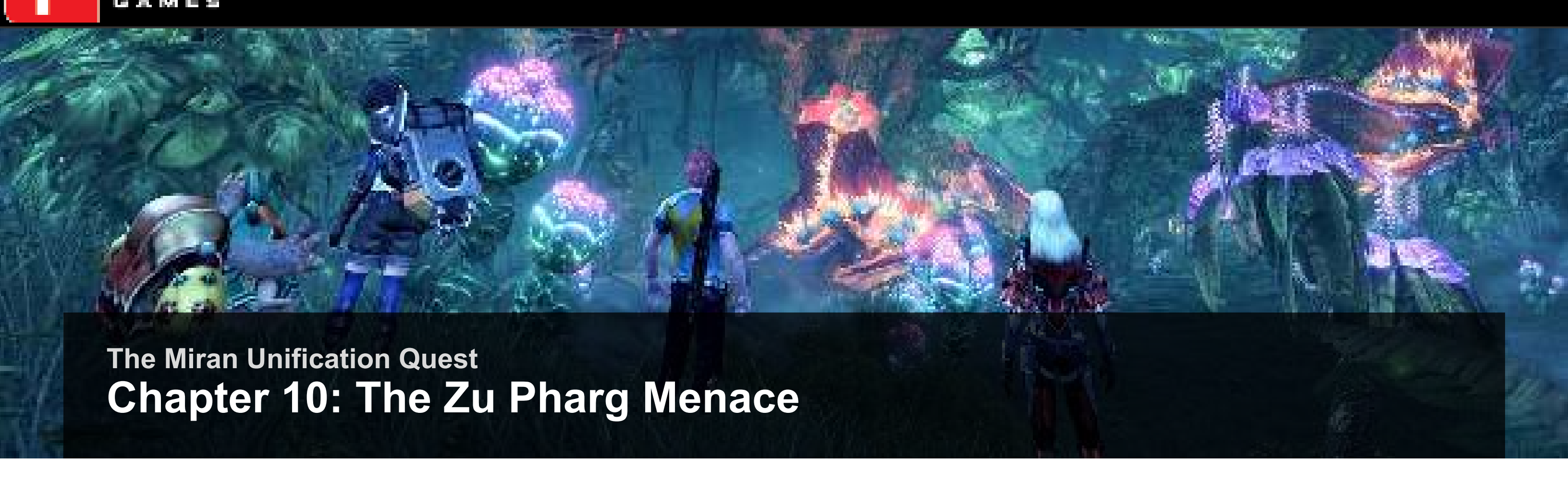
Objective 5

Enter the maintenance center in New LA's Administrative District.

Q&A Time!

Doug
"Well, what do you think, Rook? You think he's a spy?"
Answer
Nod: Agree with Elma.
Shake your head: Show you still trust Lao.

Once you complete this mission, you can try to get your Skells flight-capable! Go to Mission Control and choose the "Flight Module" mission when you're ready.



The Miran Unification Quest

Chapter 10: The Zu Pharg Menace

A routine maintenance check turns into a knock-down, drag-out battle against a doomsday weapon. Just another day in the life of BLADE.

Chapter Prerequisites

- **Survey 15 percent of Sylvalum.**
- **Complete the "Manhunt" affinity mission.**
- **Complete Chapter 9.**
- **Required Members: Elma and Lin.**

Caution: Get in the Air

Let's just say the boss of this chapter has an altitudinal advantage. You absolutely want the Skell flight module before tackling this mission, and you'll want as many as you can afford. Try to get four battle-ready if you can.

Story Mission Walkthrough

Go ahead and eat the last dinner on the menu. You'll need all the strength you can get for this mission.

Q&A Time!

Elma

"Especially when they weren't your mistakes to begin with. Wouldn't you agree?"

Answer

Agree: Absolve the Commander of any guilt.

Disagree: Tell Elma a simple apology isn't enough.

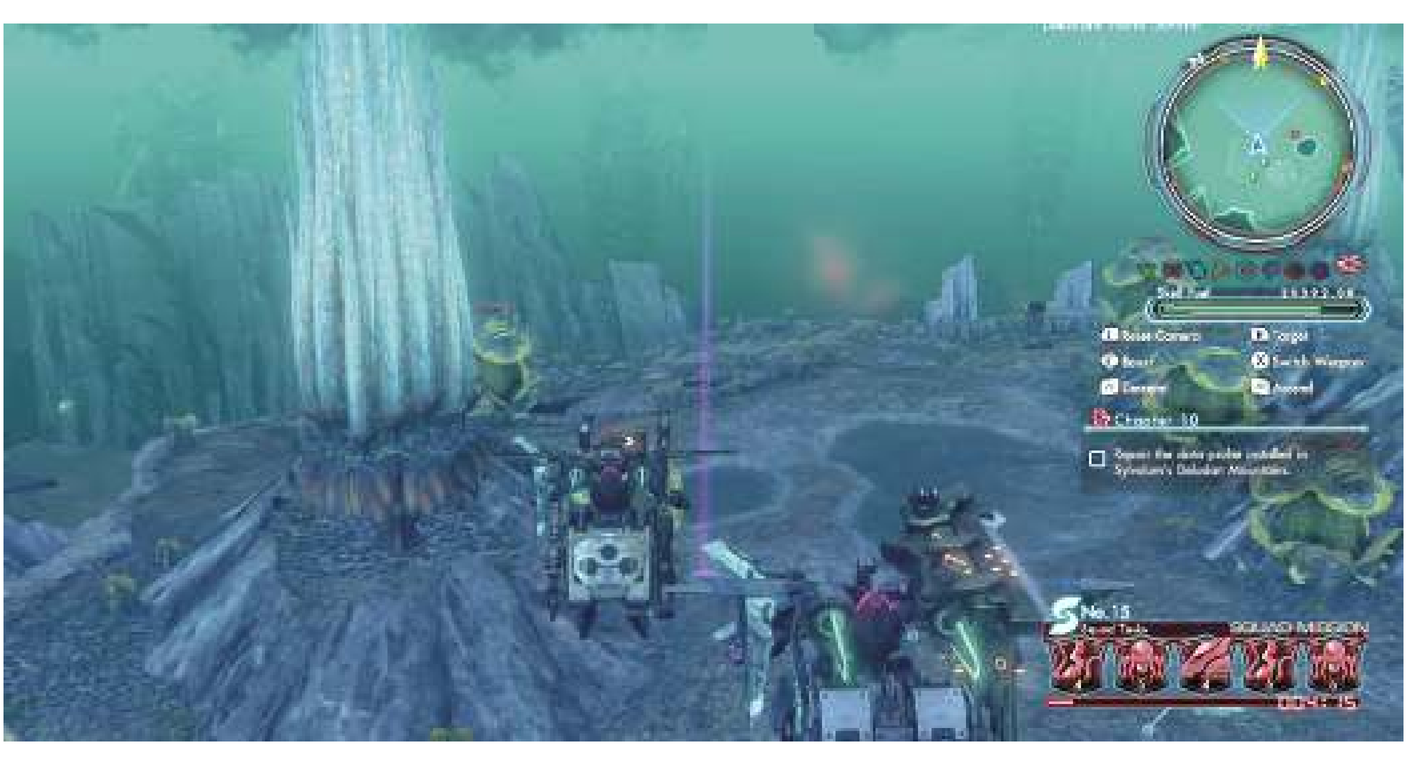
There's an important data probe in Sylvalum that's acting up. Coincidentally, the Ganglion have been awfully quiet. Repair expert Lin and the rest of combat-ready Team Elma are sent out to investigate.

New Story Mission: Chapter 10

Repair the data probe installed on Sylvalum's Northern Delusian Mountains.

Objective 1

Repair the data probe installed in Sylvalum's Delusian Mountains.


Chapter 10
No.15
SQUAD MISSION

This probe's pretty high up, so flying is your best bet. Your destination is the North Summit of the Delusians. Look for the purple data probe light. Approach it and enjoy the story.

That was the easy part. The hard part shows up right about…now. Did you miss Dagahn and Ryyz? Well, miss them no more, because they're back and they want revenge!

Q&A Time!

Elma

"We can't let it get anywhere near the city. We have to put a stop to it here."

Answer

Agree: Swear to defeat it here.

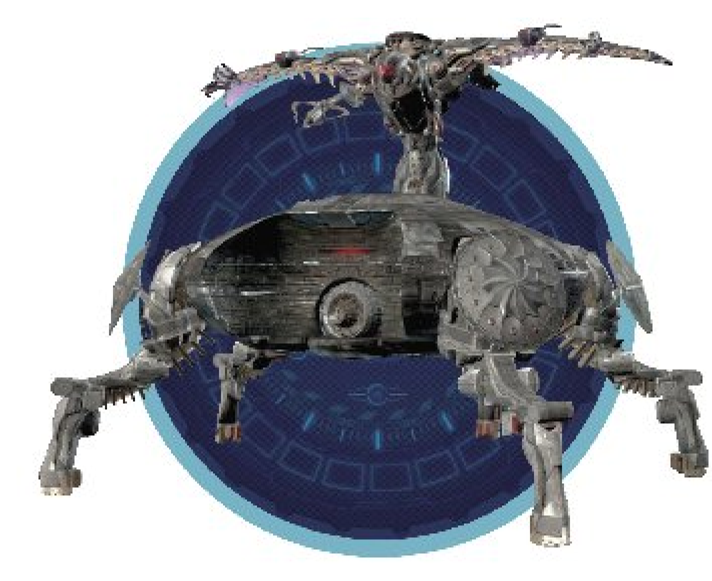
Give up: Abandon all hope and prepare to run.

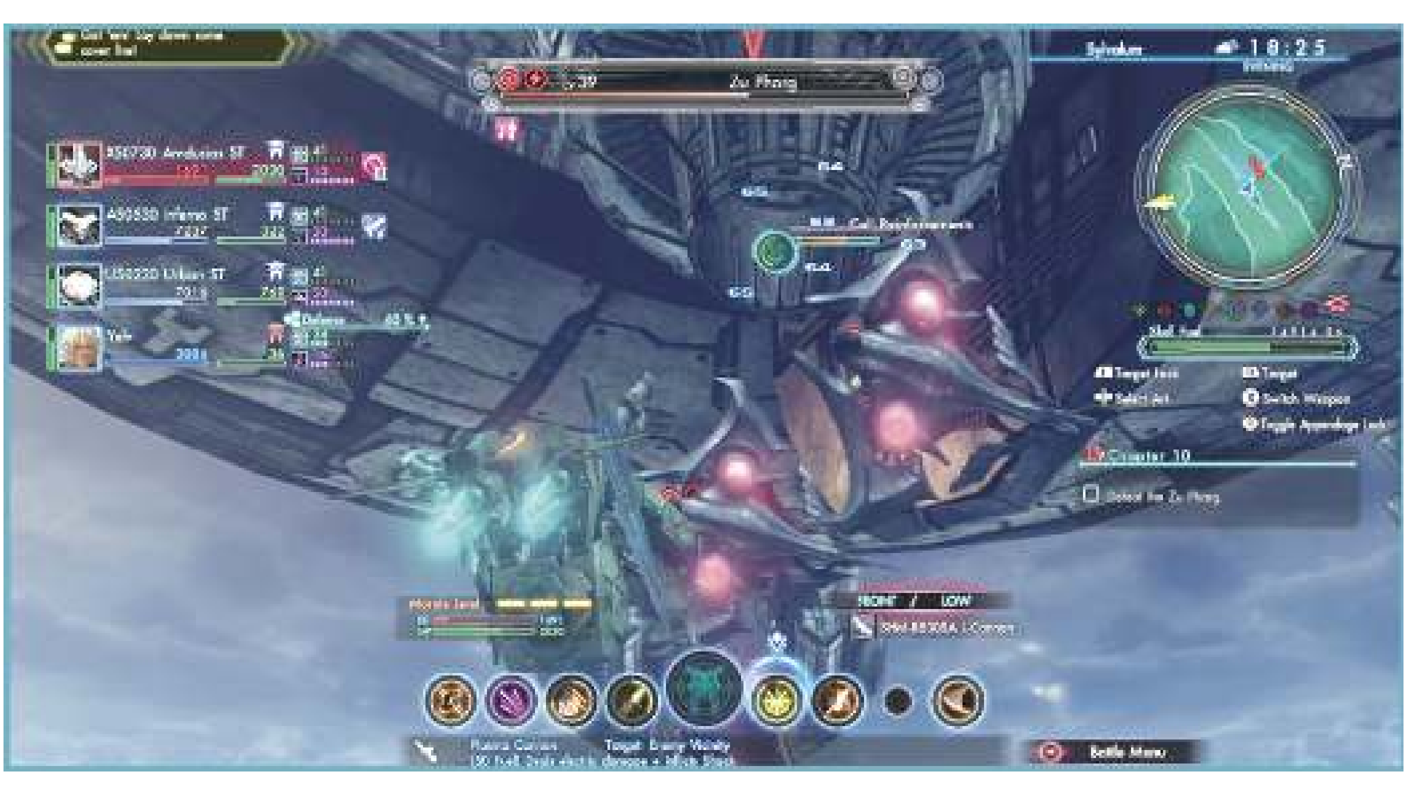
Objective 2

Defeat the Zu Pharg.

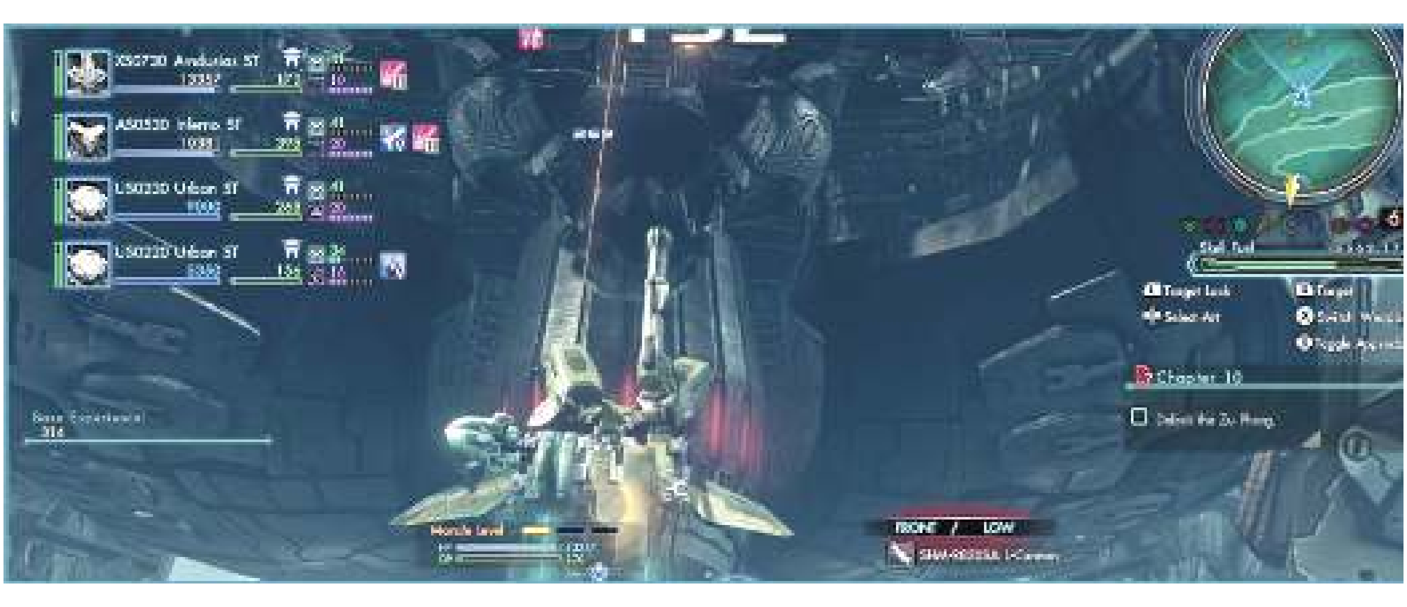
Zu Pharg

Lv. 39: Boss




Zu Pharg
Sylvalum
Chapter 10
Defeat the Zu Pharg
FRONT / LOW
Battle Menu

You don't have to defeat Zu Pharg entirely just yet—just get it down to half of its HP. Use this time to feel out your enemy. You'll need to fly just to meet it on equal terms.

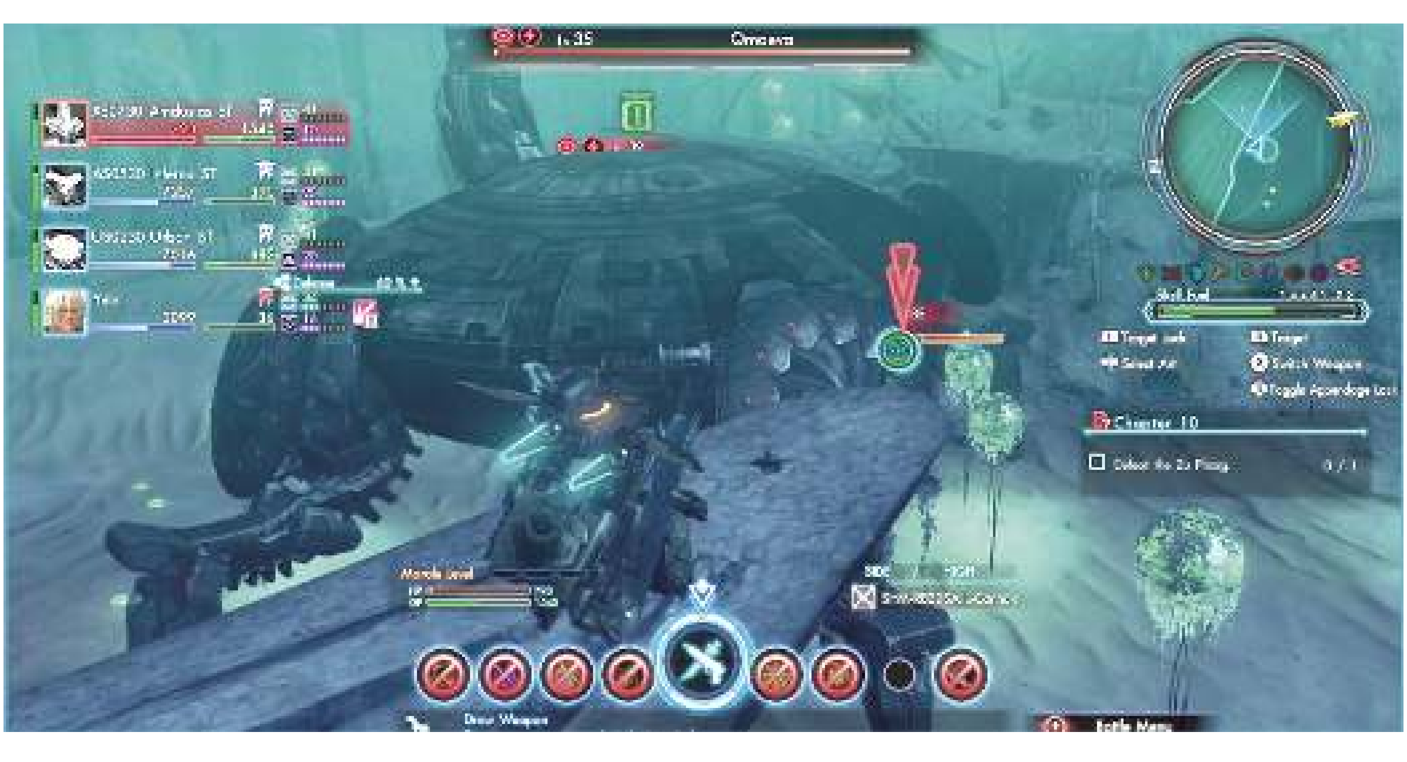

Chapter 10
Defeat the Zu Pharg.
FRONT / LOW

Zu Pharg launches aircraft. Whenever they show up, knock them out of the sky with concentrated fire so you can leave the battlefield clean. When engaging Zu Pharg directly, fly above the craft so you can have a better view of your targets and give yourself a "high ground" advantage. Once in position, go for the each of the dishes on its sides, then lay the smackdown on its center.

Caution: Stay in the Air

Lv 35
Qmoeva
Sylvalum
04:11
LATE NIGHT
Slick
Elma
Lin
Doug
Skell Fuel
Target Lock
Select Art
Target
Switch Weapon
Chapter 10
Defeat the Zu Pharg
Morale Level
BACK / LOW
Battle Menu

Keeping your Skells alive is highly important for this phase of the fight. If you lose them, your chances of defeating Zu Pharg from the ground are pretty much nil until you go back to the BLADE barracks and have them repaired.


Lv 35
Qmoeva
Chapter 10
Defeat the Zu Pharg
Battle Menu

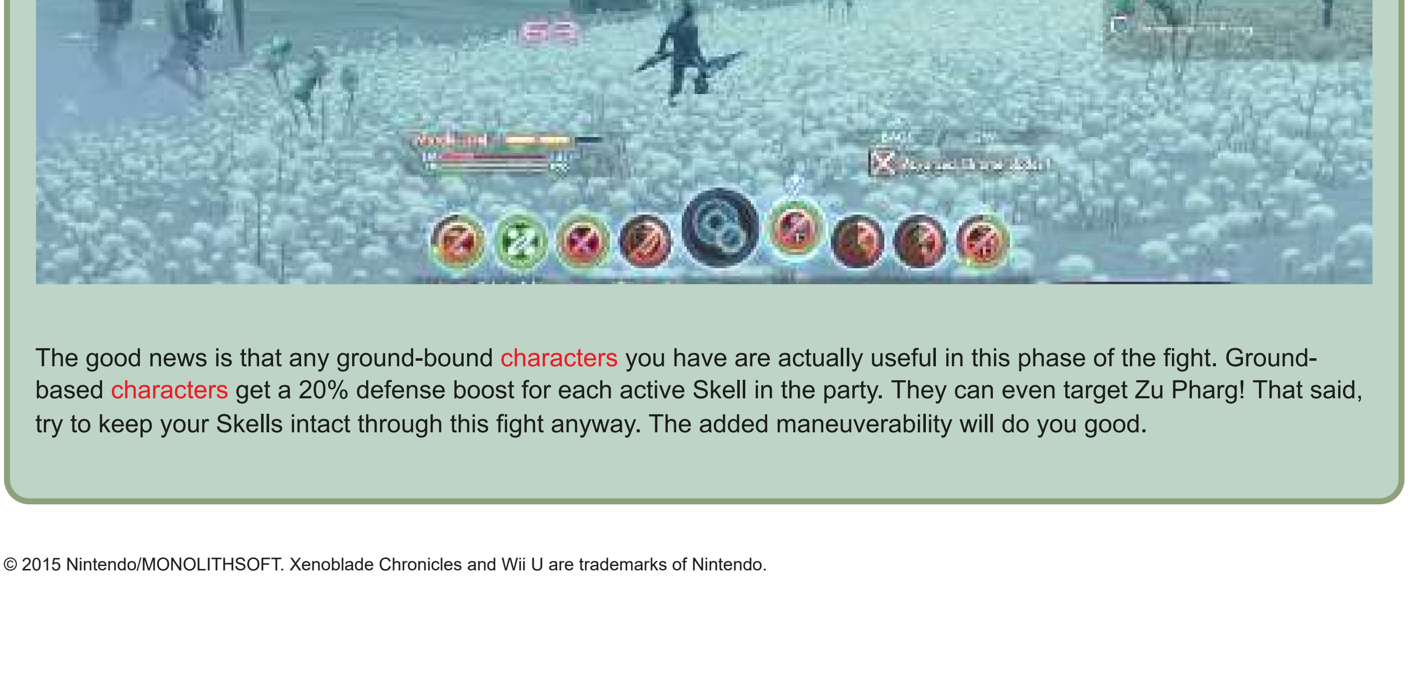
Get Zu Pharg down to half of its life and it will transform into a massive ground-based behemoth!

Objective 3

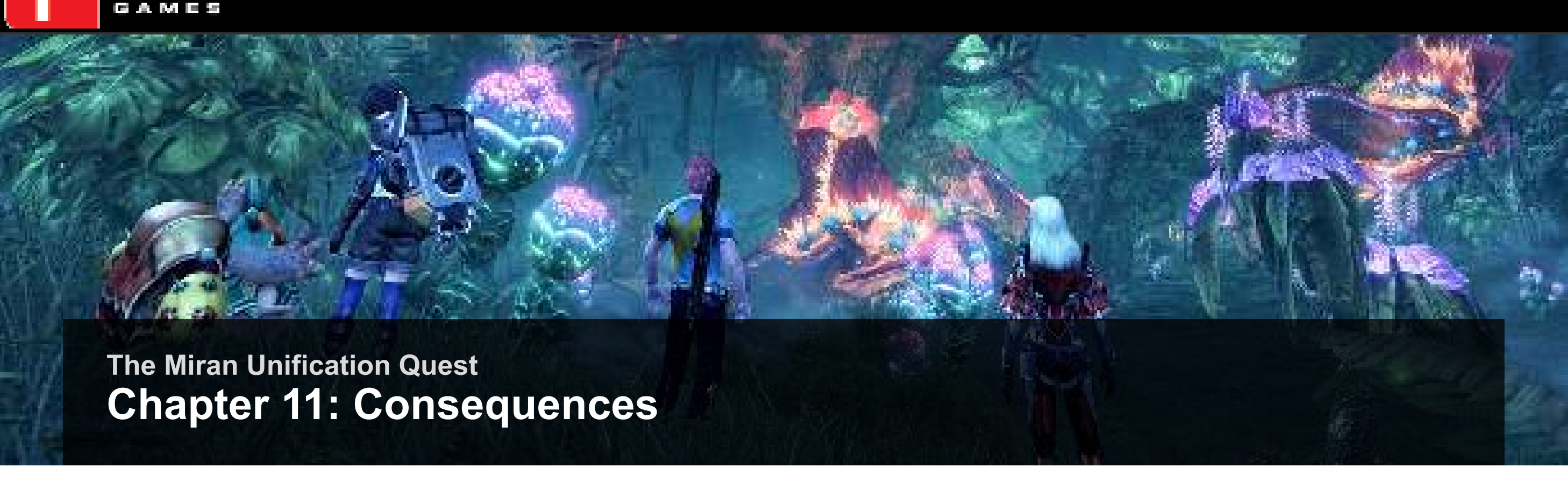
Defeat the Zu Pharg.

Despite the added intimidation factor, the exact same strategy applies on the ground as in the air. This time, Zu Pharg launches Qmoeva Skells—run interference and pound them ASAP before going for the battle station itself. Keep putting on the pressure until it falls. This chapter ends directly afterward, so give it all you've got!

Tatsu's Tips: Everyone's Useful!



The good news is that any ground-bound characters you have are actually useful in this phase of the fight. Ground-based characters get a 20% defense boost for each active Skell in the party. They can even target Zu Pharg! That said, try to keep your Skells intact through this fight anyway. The added maneuverability will do you good.



The Miran Unification Quest

Chapter 11: Consequences

The story nears its climax as tensions bubble over within BLADE ranks, and the Ganglion make their biggest move yet…

Chapter Prerequisites

- **Explore 10 percent of Cauldros.**
- **Complete the "Nine Lives" affinity mission.**
- **Complete the "Boot Camp" affinity mission.**
- **Complete Chapter 10.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Nagi.**

Story Mission Walkthrough

Eat your dinner—tonight it's special.

Q&A Time!

Lin
"So, what should I whip up today?"
Answer
Chef's choice: Ask for the Chef Koo Choice.
House special: Ask for the Lin Lee Special.

Once the sequence is over, you're called by Vandham in a hurry—so much so that the mission doesn't even officially start before you're given your first objective.

Objective 1

Head to the restricted hangar in New LA's Administrative District.

Go ahead and fast-travel there to continue the story. The rendezvous point is not far from where Doug normally hangs out.

Q&A Time!

Lin
"So what are we waiting for?"
Answer
Assume: Suggest it's because of Lao.
Be patient: Hear the Commander out.

Q&A Time!

Vandham
"He took the terminal that was analyzing the data and deleted all the backups for good measure."
Answer
Regret: Say you should have shot Lao.
Clarify: Ask if the analysis can be redone.

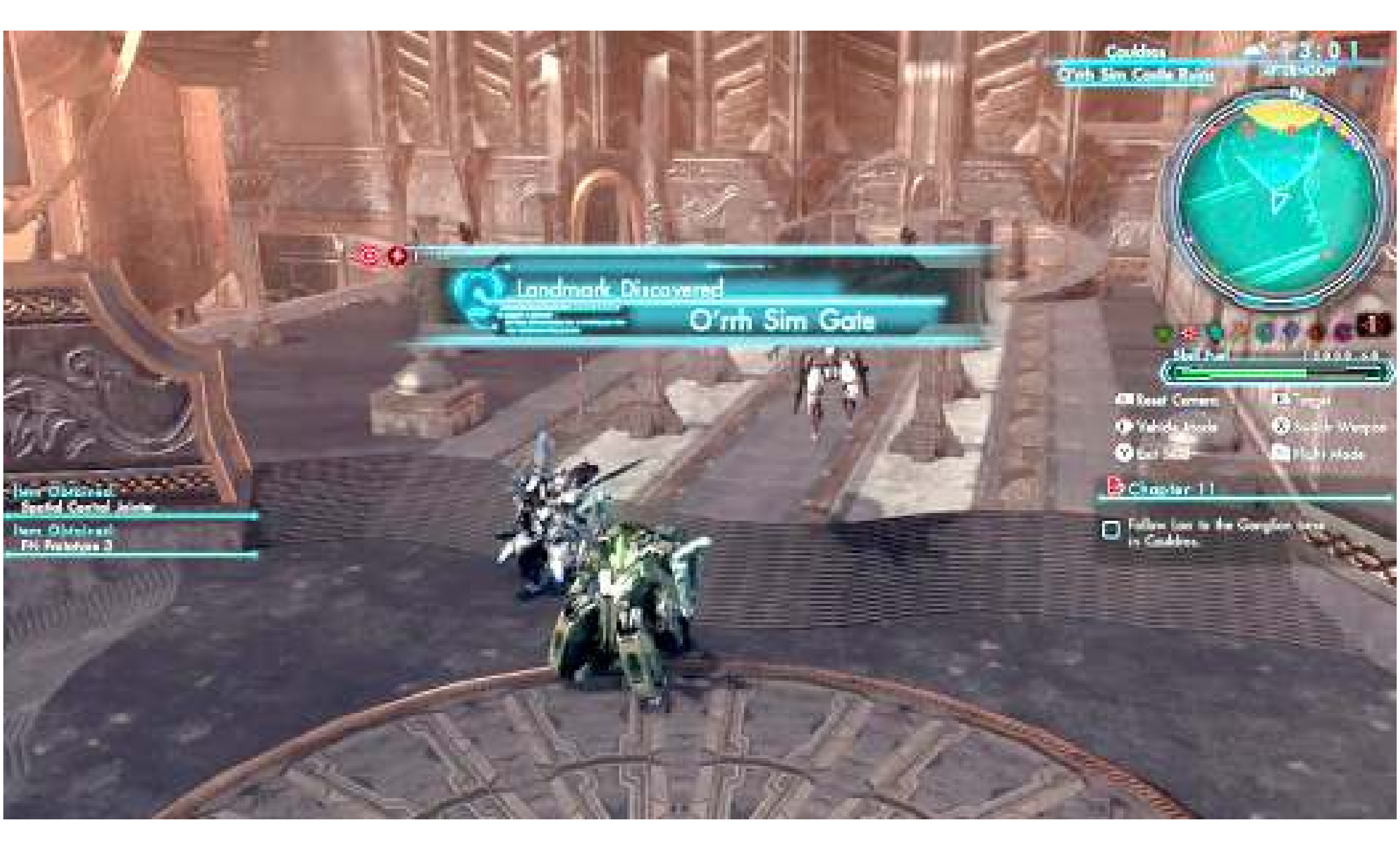
You have a new, urgent mission now—retrieve the Lifehold Core data at any cost!

New Story Mission: Chapter 11

Respond to Commander Vandham's urgent request.

Objective 2

Follow Lao to the Ganglion base in Cauldros.



Gather your best and brightest, and then head for Cauldros. Your destination is the O'rrh Sim Gate.

Objective 3

Search for Lao in Cauldros's O'rrh Sim Castle.

Frontline Medic Qiao
Cauldros
Ganglion Weapons Hangar

You want good ground gear and personal stats for this, as your Skells can't fit inside the entrance. Try to have your party members' levels at least in the mid-40s.

Go inside the castle and follow the passageways and elevators, taking on all comers. Eventually you'll descend low enough to reach the O'rrh Sim Keep.

Tatsu's Tips: The Ensemble Cast

Marnuck Imperial
28
27

You'll face scores of enemies inside O'rrh Sim Castle, from Marnuck imperials to multiple types of robots. If you need an edge, don't forget to check the Enemy Index in the Data chapter for stats and elemental weaknesses!

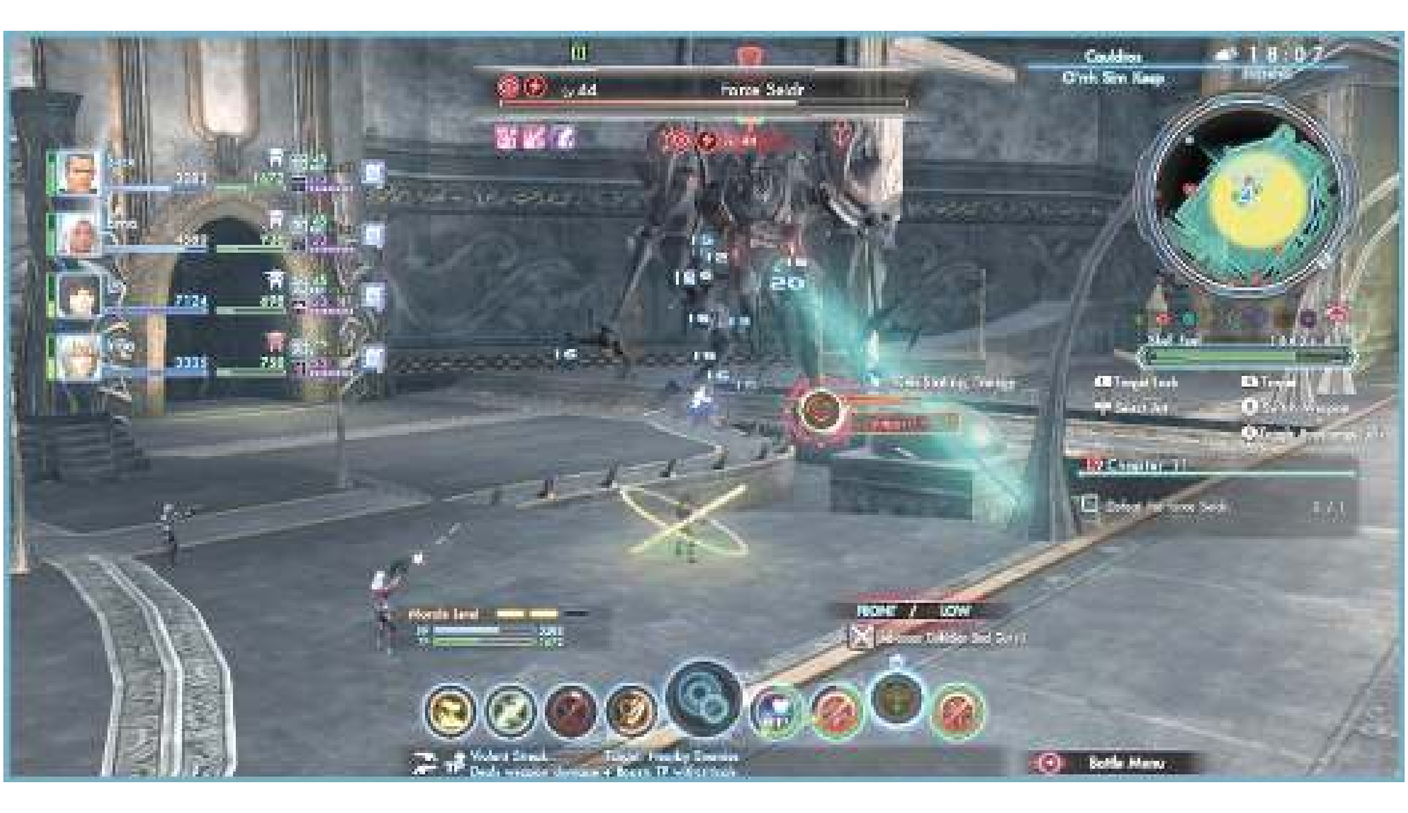
Swift Shrad

Objective 4

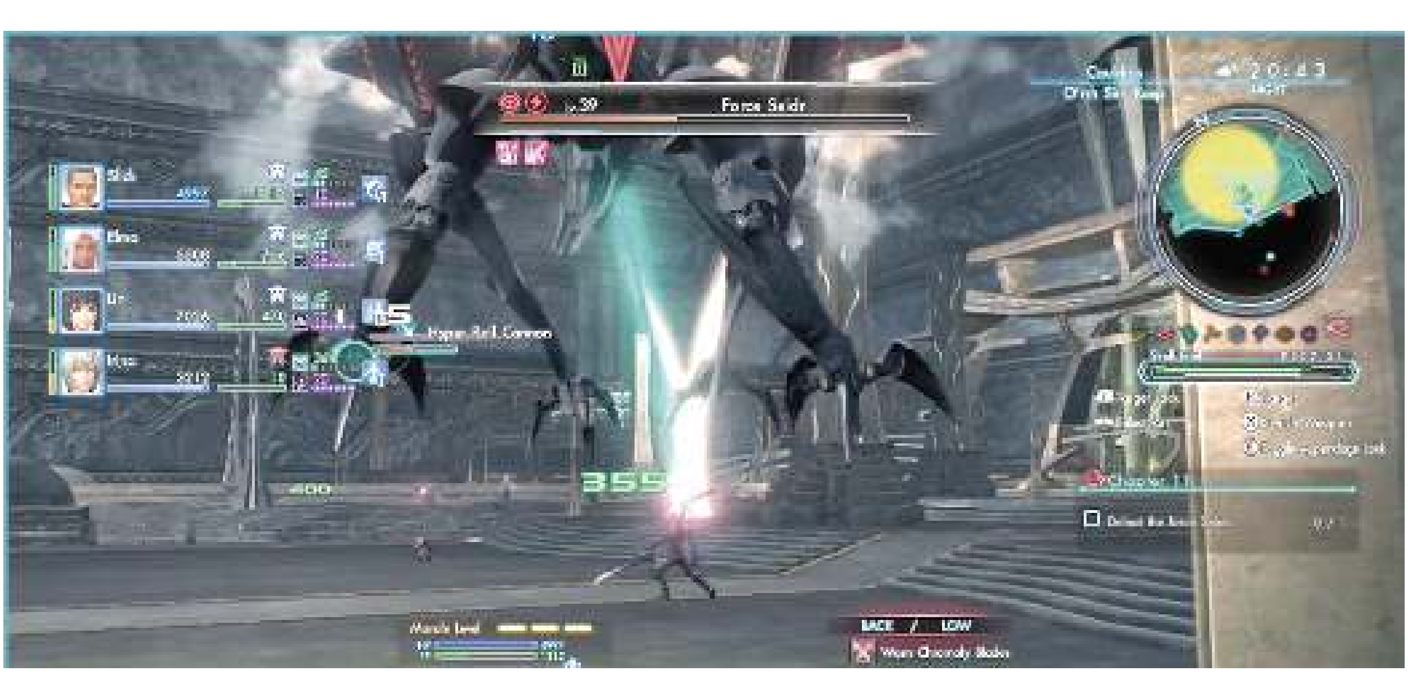
Defeat the force Seidr.

Force Seidr

Lv. 44: Boss



You've faced multiple Skells on foot by now—this just happens to be one of the most powerful ones. The same strategies apply; the battle will just take longer. If your levels are comparable to or higher than its, then smart debuffing and offense will win the day handily.



The Seidr is also your only target, so four-on-one dogpiling is the order of the day. Topple it whenever you can, and flank it with as much damage per second as possible. Ranged fire works well against this target, as it likes to dart around the room sometimes.

Objective 5

Search for Lao in Cauldros's O'rrh Sim Castle.

After you beat the Seidr you'll be able to bring in your Skells for the final act. Go down the elevator to confront Lao.

Objective 6

Defeat the Prog Ares.

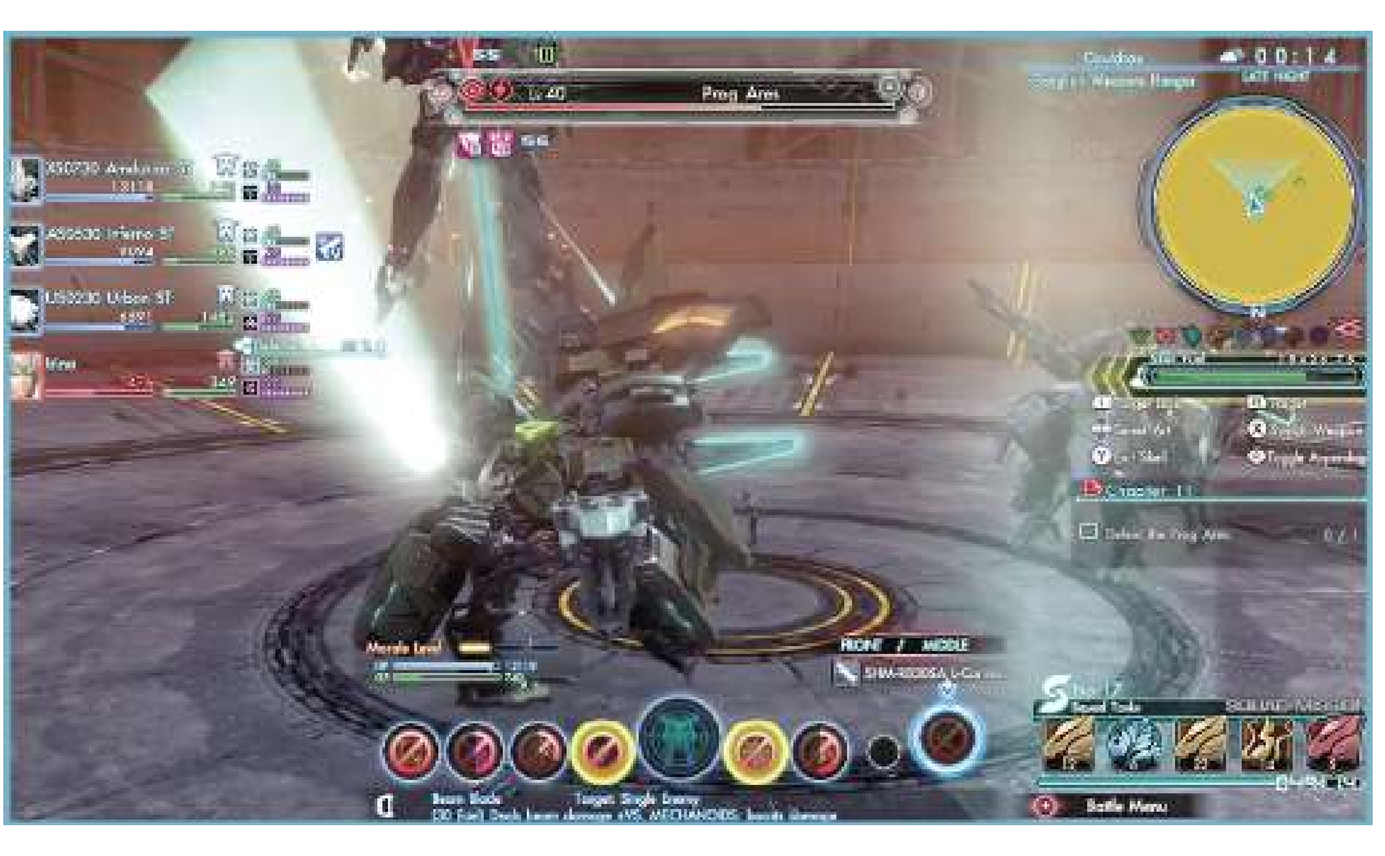
Prog Ares

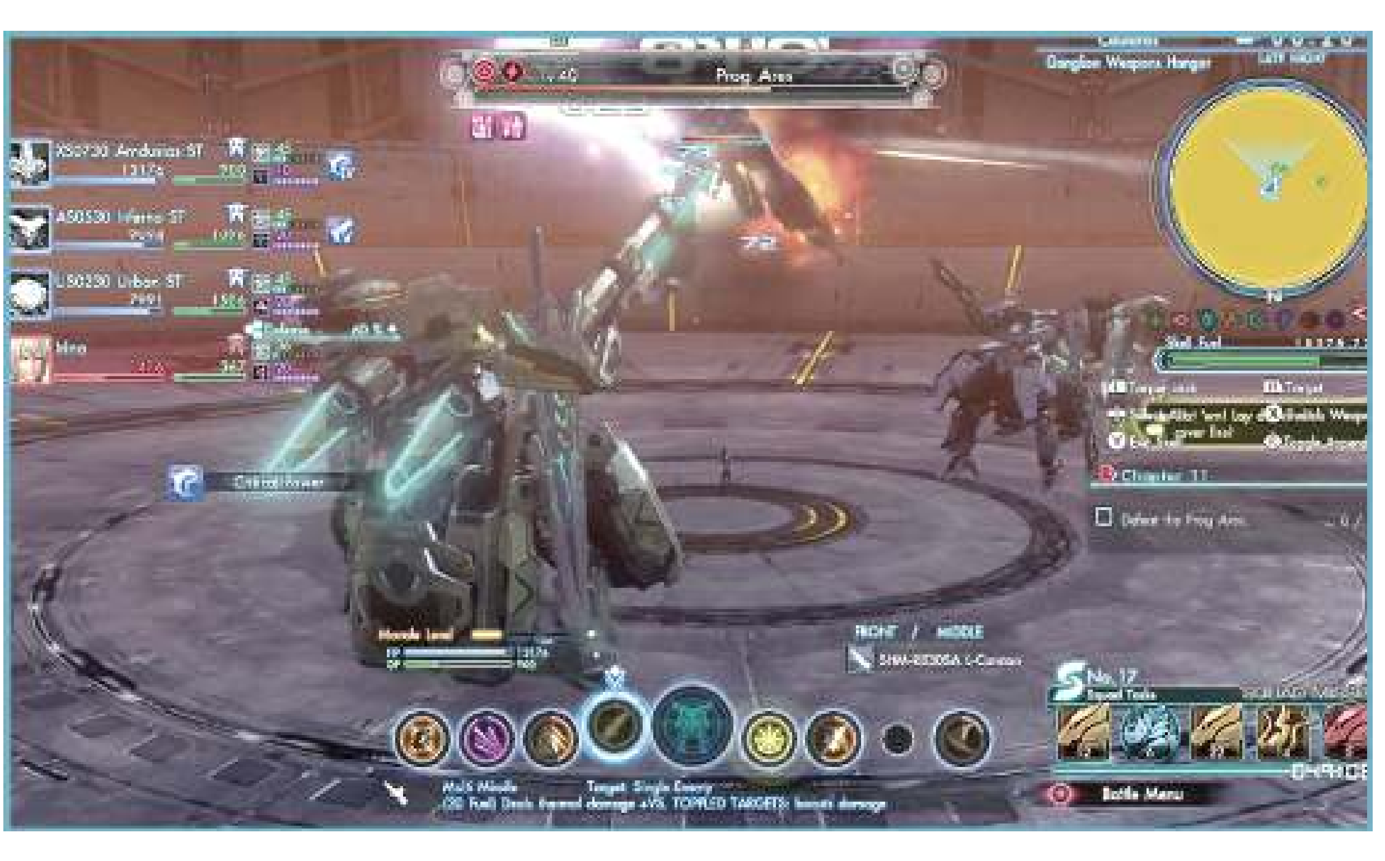
Lv. 45: Boss

The Prog Ares is a formidable machine, but now that you're in your Skells, it's an enemy that's on the same scale as you, that's (hopefully) of a comparable level as your party, and that's fighting alone. In other words, this fight will be easier than you think, especially since you can Bind it until the cows come home. Fight it like any normal enemy (albeit a speedy one).

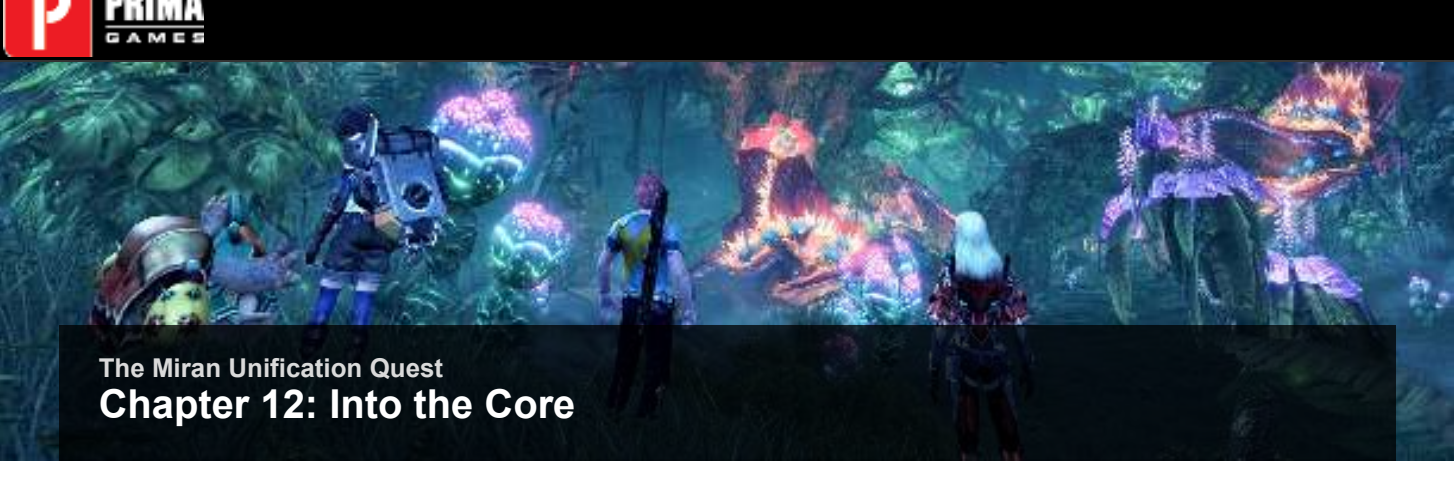
There is a wrinkle to this fight, however: You have to win it twice. The first time, you have to get it down to half HP. Then, after a cutscene intermission, you have to fight it from full strength again.

Get the Prog's HP low and it starts spamming powerful attacks like the rapid-fire Agni Gatling, the distance-covering Avatara Missile, and the piercing Aghasura Cannon. Defeat Prog Ares one and a half times, and the battle's over for real.





Prog Ares
Ganglion Weapons Hangar
Agni Gatling



The Miran Unification Quest

Chapter 12: Into the Core

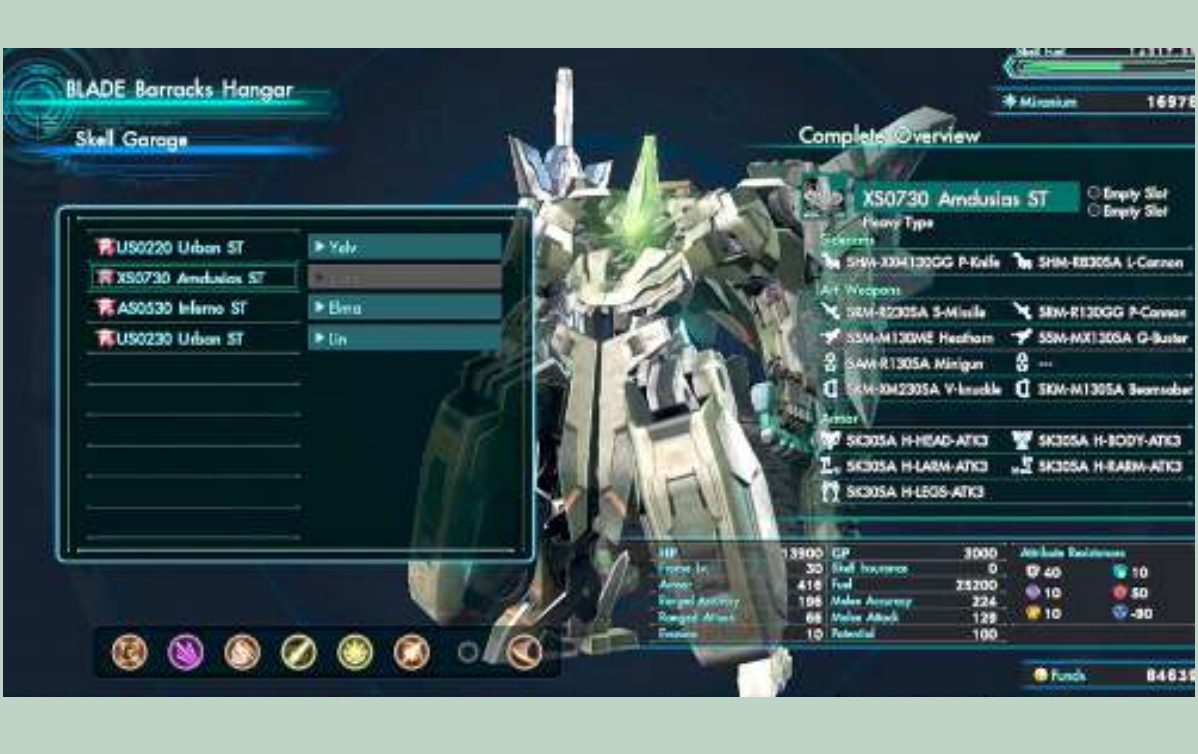
The Lifehold Core has been located. Nothing else need be said.

Chapter Prerequisites

- **Obtain the Skell flight module.**
- **Complete Chapter 11.**
- **Required Members: Elma and Lin.**

Tatsu's Tips: Get in Gear

For the easiest time with this chapter, you want four Skells, armed to the teeth. Also, make sure that you have some ranged weaponry for those Skells—grenades with an area of effect, such as the Cracker series from the Shop Terminal, are a great addition. You'll need them for a particular phase of the battle.



Finally, get your folks up to level 55 for an easier time. At this point in the game, the Sentinel's Nest near the northern apex of Noctilum is a great place to grind for levels. Outfit your Skells with G-Buster weapons from the shop and team up on crazed aeviters for fast XP. They work great against the bosses of this chapter, too!

Story Mission Walkthrough

You'll get a long preparatory cutscene and a long dinner. Enjoy it, because this will be your toughest battle to date.

Q&A Time!

Doug

"Heh. From that place you love, right? Okay. You got it."

Answer

Relax: Enjoy this time with friends.

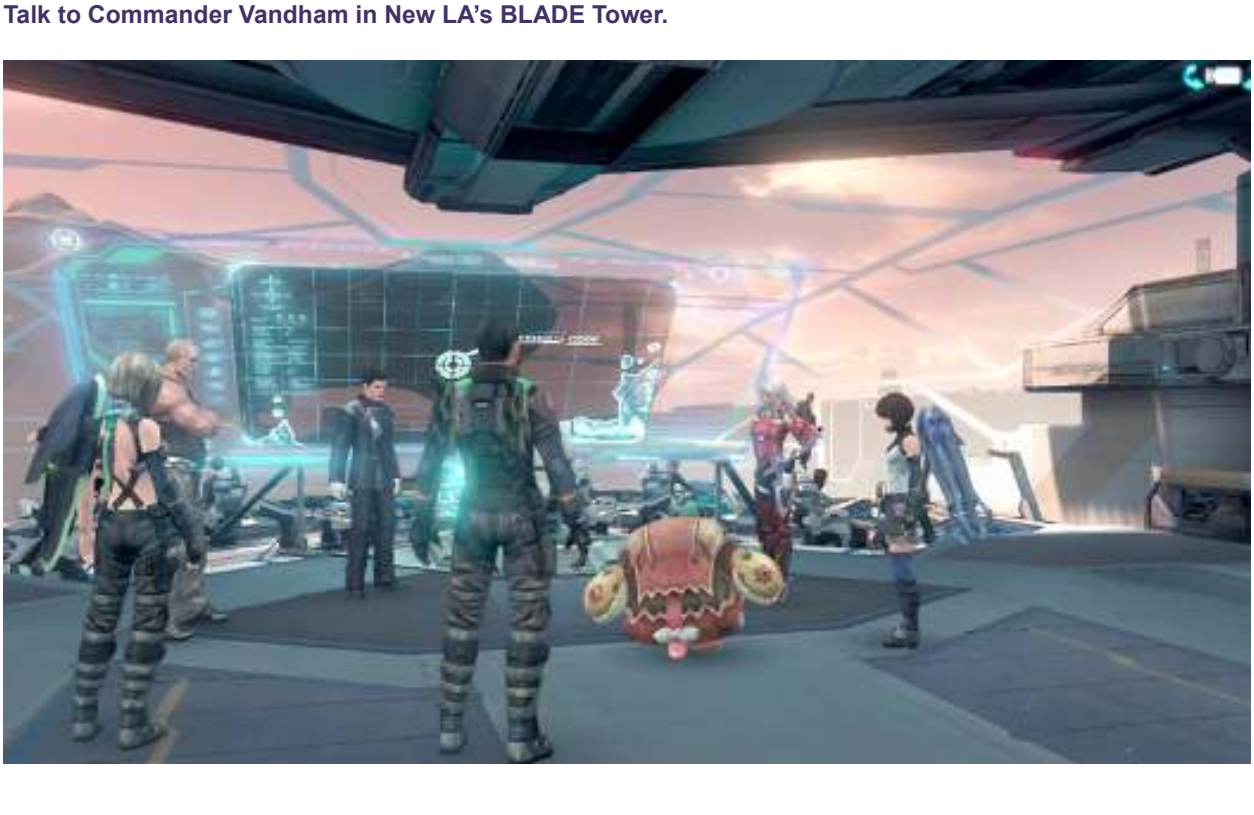
Chow down: Dive right in and start eating.

New Story Mission: Chapter 12

Secure the Lifehold Core.

Objective 1

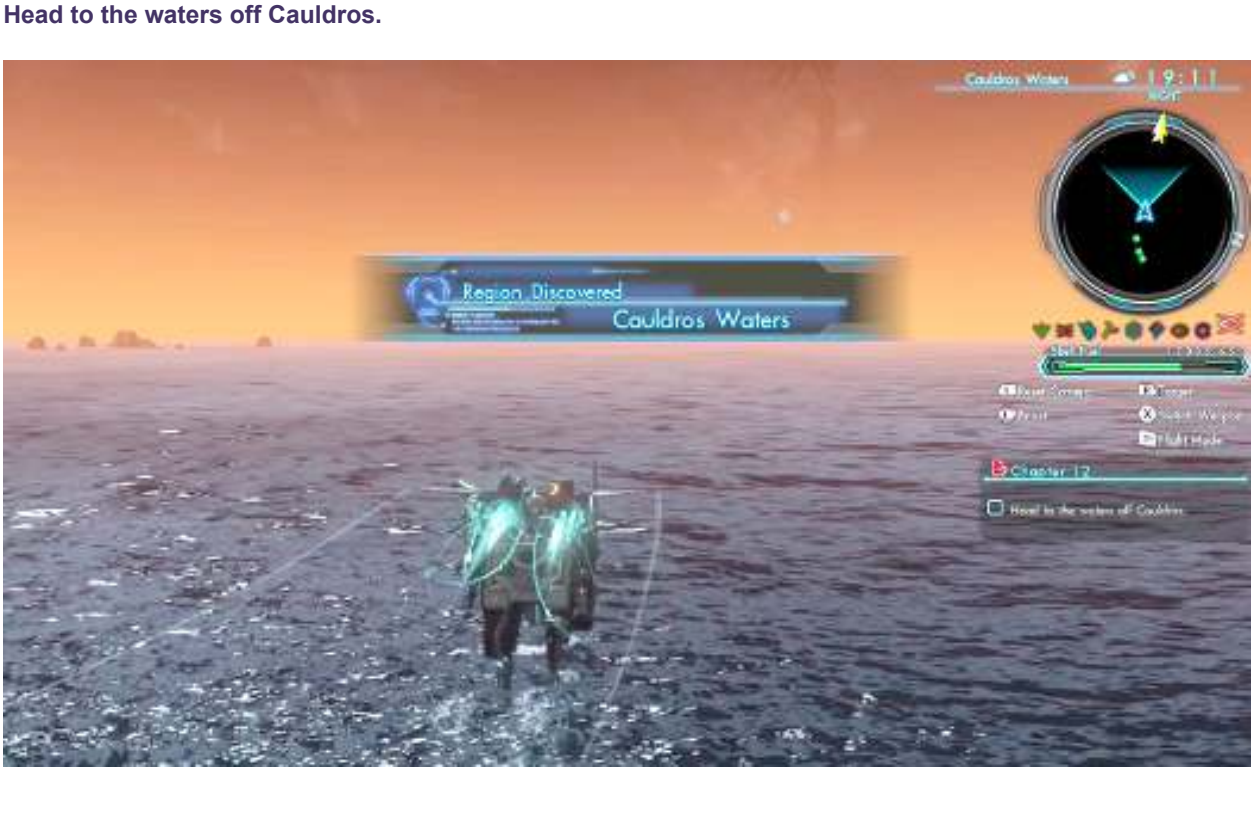
Talk to Commander Vandham in New LA's BLADE Tower.



You'll learn more about your mission after reaching Vandham. Turns out the Lifehold's just like a set of keys—it's always in the last place one looks.

Objective 2

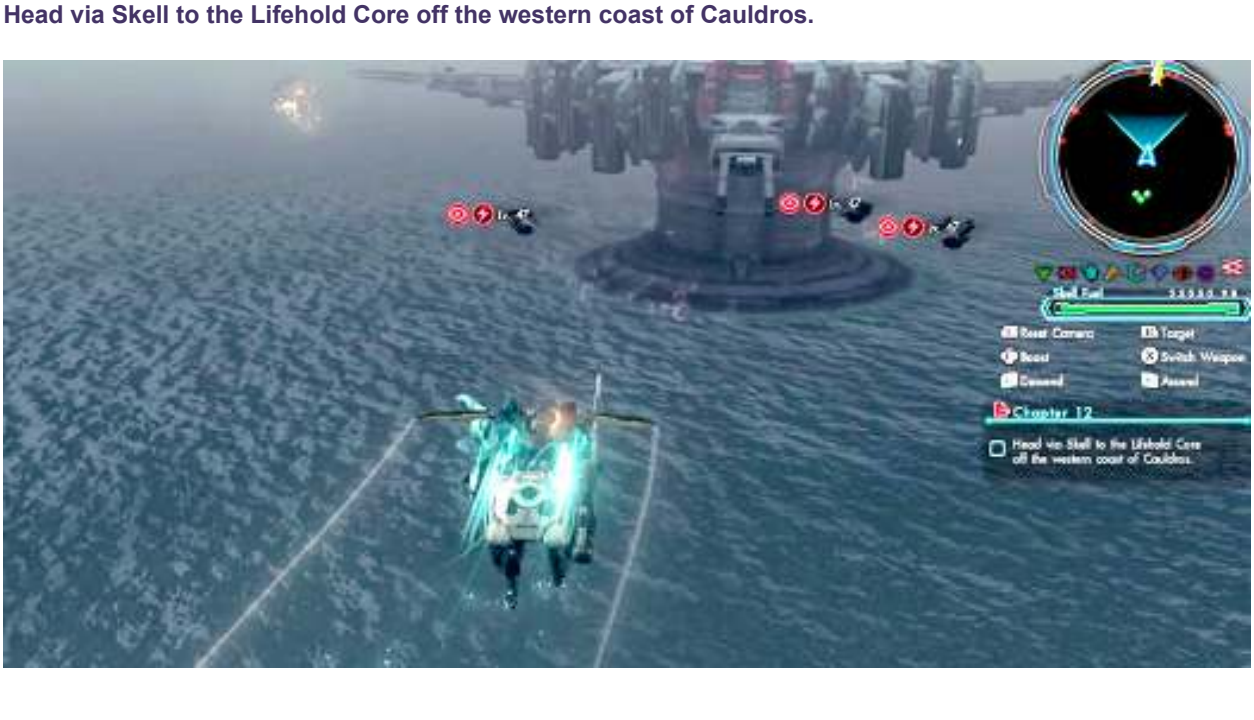
Head to the waters off Cauldros.



Head directly west from the center of the continent. Follow the arrow, and don't be thrown off by the ocean's vastness—you'll know the site when you see it. It's rather hard to miss!

Objective 3

Head via Skell to the Lifehold Core off the western coast of Cauldros.



Keep away from conflict! Weave around the Ganglion forces until you reach the vicinity of the Lifehold Core.

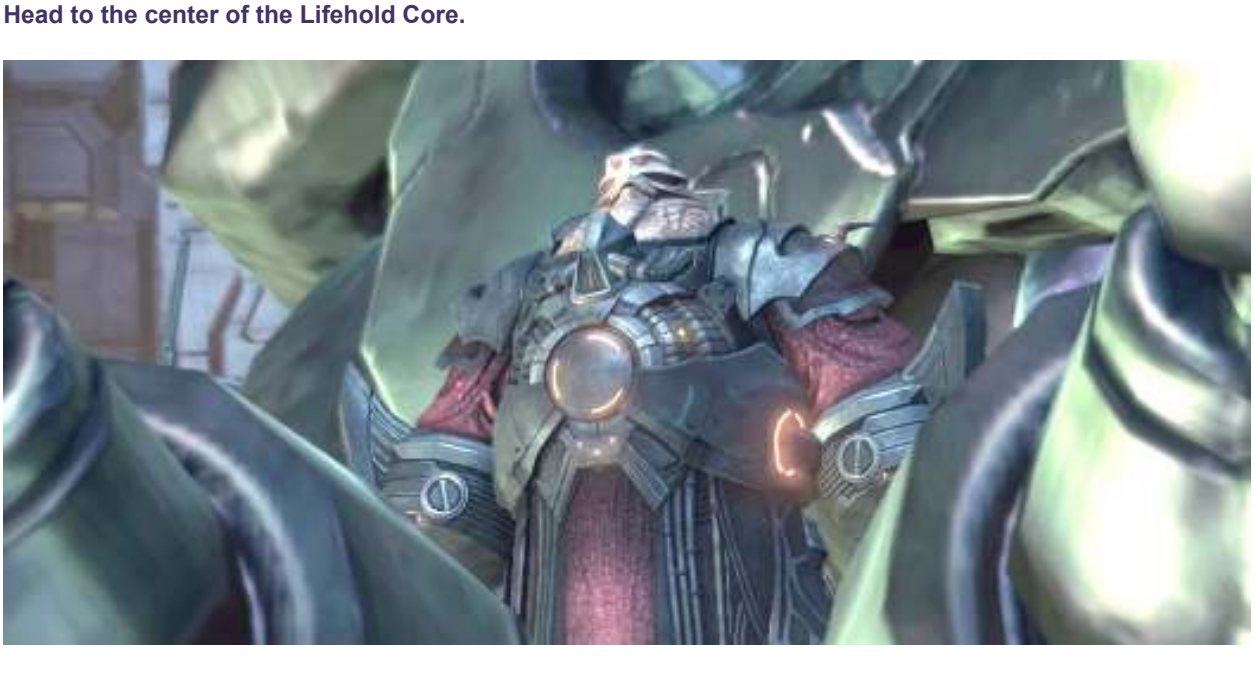
Objective 4

Enter the Lifehold Core.

Elma tells you that there's no going back from here. Listen to her. If you haven't saved your game already, tell Elma that you're not ready and then do so before proceeding. Once you go inside, you can't leave to regroup or repair your Skells, so make sure you're ready and that you're fully prepped!

Objective 5

Head to the center of the Lifehold Core.



Just go straight. This is the easiest objective in the game—even "Leave the BLADE barracks" back in "Chapter 1" had you looking for which corner to turn.

However, the easiest objective in the story's narrative gives way to the hardest. Meet Luxaar and his war Skell, the Vita. The real fight begins now.

Objective 6

Defeat the Vita.

Vita

Lv. 50: Boss

Link Satellis

Lv. 50

Shield Satellis

Lv. 50

Enhancer Satellis

Lv. 48

Pursuit Satellis Alpha

Lv. 47

Strike Satellis

Lv. 47

Have your entire party enter their Skells immediately in order to stand a chance against this monster!

Much like last chapter's Prog Ares battle, the Vita fight has two phases. The first is a four-on-one throwdown that can be won by aiming all of your most powerful attacks at the Vita and never letting up. The Vita can be affected by Bind as well, so take advantage of the opportunity whenever it pops up! Meanwhile, be aware of Vita's powerful ether projectile attacks, many of which attack multiple foes at once. The multi-targeting Multi Cannon and Ether Megacannon in particular hurt like crazy.

You need to get the Vita down to half of its HP to beat the first phase, after which it will transform.

For the second phase, the Vita will be joined by multiple satellis bits, all of which buff the Vita up and make it more powerful and nearly impervious to damage. You need to hunt them down and take them out if you want a chance of bringing the Vita's HP down to zero.

The shield satellises, in particular, will need to be snuffed out. Have your party concentrate its fire on them. They appear to not take damage at first, but keep whaling on them and you'll eventually crack them in two. Make sure you dispatch them fast, because while the Vita is protected, it can regenerate its HP!

Never let up the pressure, even in the face of the Vita's attacks, and you'll eventually win. If your Skells still live after the battle, then you've just beaten arguably the most complicated boss the main story has to offer. Congrats!

Now you just have to get past the rest.

Q&A Time!

L

"Let us dance up a storm in any port!"

Answer

Celebrate: Revel in your victory.

Inquire: Ask Elma to continue her explanation from before the battle.

Objective 7

Defeat the soldier chimeras.

Soldier Chimera x10

Lv. 41-50: Enemy

Suddenly you find yourself up against a pack of soldier chimeras. They're relentless, and you've never fought this many enemies at once—certainly not as many that move this fast! If you don't have at least one functional Skell, then things are bleak.

However, if you do…then just fly up and rain down ranged attacks and tell your party members to do the same. In lieu of that, hit and run with your Skells' most powerful melee weaponry. The chimeras won't be able to do much in response. It's like shooting mutant genetic abominations in a barrel!

Objective 8

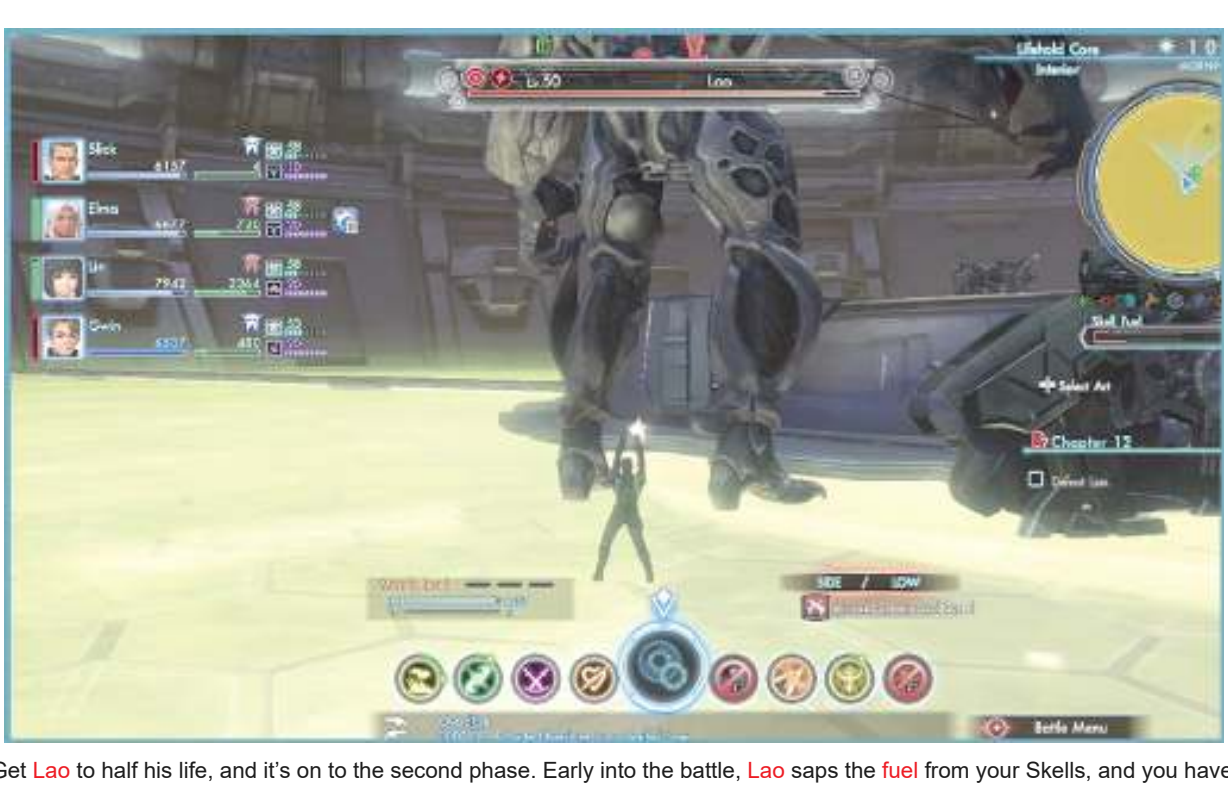
Defeat Lao.

Lao

Lv. 50: Boss

At last, the final boss of Xenoblade Chronicles X's story is upon us. This fight is, one more time, broken up into two phases. If your Skells are still functional, you'll want to use them for heavy hits and Binding throughout the battle.

Lao's attacks are similar to the Vita's—powerful multi-hit melee and fast single-hit ether bursts are the order of the day. Lao can also be fought in the same manner as the Vita, and you won't have to worry about him being buffed up by outside parties, either. He can, however, inflict status effects like Sleep on your party without a second thought.



Get Lao to half his life, and it's on to the second phase. Early into the battle, Lao saps the fuel from your Skells, and you have to continue the fight on foot. Fortunately, even in his giant form, Lao can still be Staggered and Toppled. Do both to him to ensure he launches as few attacks as possible.

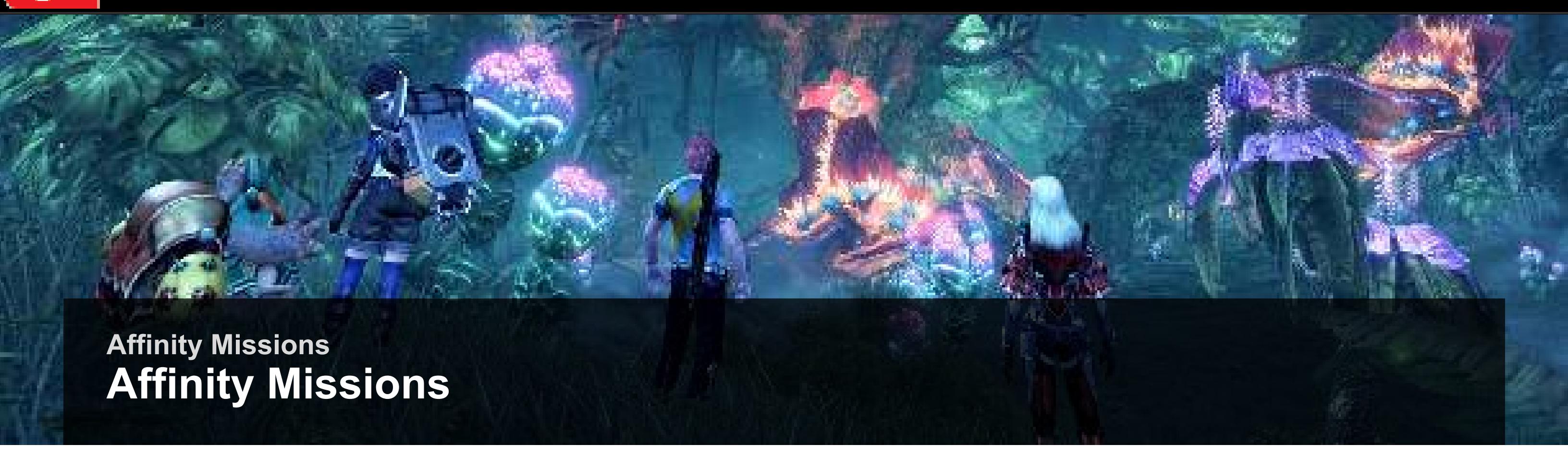
At times, Lao calls forth queen chimeras or soldier chimeras. Quickly take these out with concentrated fire from your party as soon as they come into range, then continue your assault on Lao. Lao will still be able to hit you while you concentrate on the Chimera, but it's better to be able to attack him without interference, so get rid of all of his help!

When Lao gets down to about 20 percent HP, he rains lasers from the sky in all directions. Be ready to fortify your party before and after this happens.

Endure the punishment while dealing the damage and, eventually, you'll pull through. Enjoy the ending—it's a meaty one.

Congratulations on beating the game's central story thread! Kick back and relax—you've earned it—but don't rest on your laurels—there are still plenty of adventures to be had and stories to be shared on the world of Mira. When you're ready, turn the page to get started!

Mechanical Advancement: Postgame



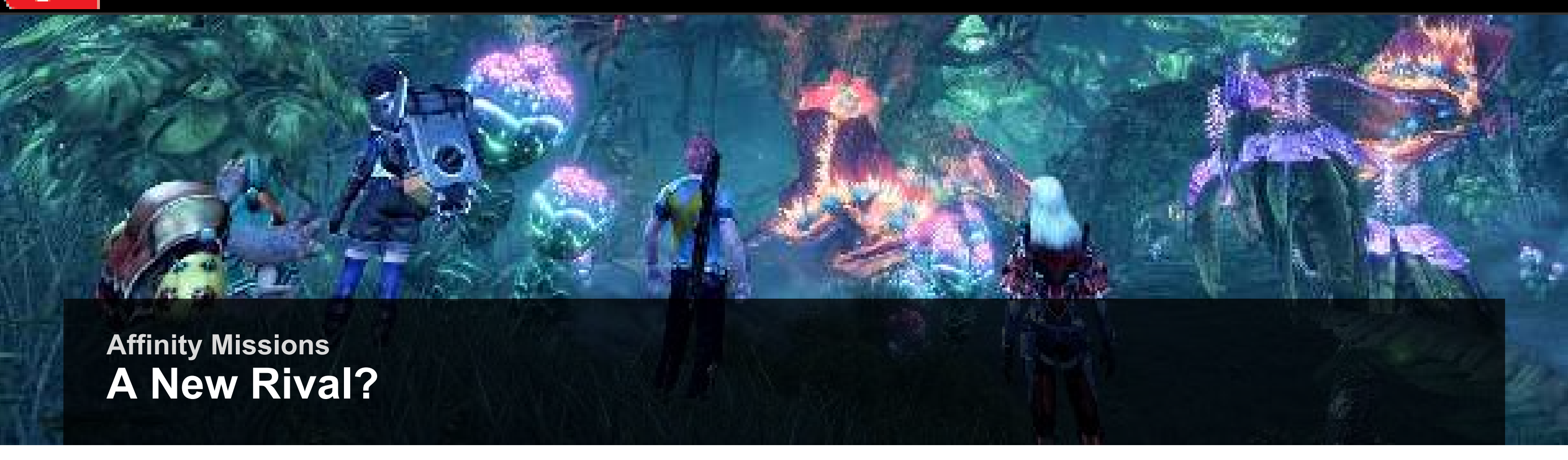
Affinity Missions Grouped By Character Storylines

The Affinity Missions actually tell interlocking stories of all of your party members. Use this chart to chronicle their journeys.

AFFINITY MISSION NAME	CHARACTER FOCUS
Team Elma (Elma, Lin, and Tatsu)	
The Repair Job	Lin
A Day In The Life	Lin, Elma, and Vandham
BFFs	Tatsu
Spy Games	Lin and Elma
The Ties That Bind	Tatsu
A Girl's Wings	Lin
Prospective Partners	Lin and Elma
A Challenger Approaches	Lin, Elma, and The Wrothians
Two Peas in a Pod	Lin and Vandham
Lionhearted	Lin, Elma, and The Wrothians
Birthday Boy	Lin
Then and Now	Elma
Irina and Gwin	
We Were Soldiers	Irina and Gwin
Renewed Will	Irina
Nine Lives	Gwin
Boot Camp	Gwin
Fathers and Sons	Irina
Doug and Lao	
A Friend in Need	Lao
Close Comrades	Doug and Lao
The Matchmaker	Lao
Soldier of the Harriers	Doug
The Brothers Christoph (Phog and Frye)	
Foggy Dilemma	Phog Christoph
Bottoms Up	Frye
A Great Divide	Phog Christoph
Blitzkrieg	Frye and Phog Christoph
Brotherly Love	Frye and Phog Christoph
L	
L's Conundrum	L
The Nopon Heir	L
Celica & Rock	
Manhunt	Celica and Rock
New in New LA	Celica and Rock
Fitting In	Celica and Rock
Nagi	
Nagi's Time	Nagi
Reporting For Duty	Nagi and Elma
Yelv	
Meeting Yelv	Yelv
Arms and the Man	Yelv
Yelv's Partner	Yelv
Bozé Lowes	
The Mad Monk	Bozé Lowes
Bozé's Way	Bozé Lowes
Bozé's Ignorance	Bozé Lowes
H.B.	
A New Rival?	H.B.
The King of Fear	H.B.
Climbing the Ladder	H.B.
Murderess	
My Dream	Murderess
The Little Rich Girl	Murderess
Serial Thriller	Murderess
Alexa	
Weaponized	Alexa
What the Skell?!	Alexa
Rapid Misfire	Alexa
Hope Alanzi	
Hope Springs Eternal	Hope Alanzi
A False Hope	Hope Alanzi
A Present for Hope	Hope Alanzi
Mia	
Mia Grows Up	Mia

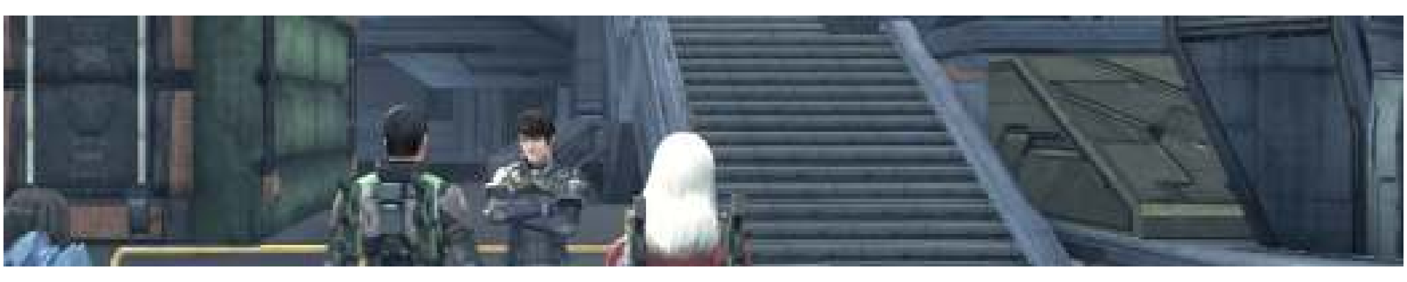
Tatsu's Tips: Ordered by Experience

These missions are listed in order of level and Affinity requirements to ensure that you have the least chance of encountering late-game spoilers. You can see these requirements at the top header of every mission. However, please also be reminded that mild spoilers are unavoidable for these missions once you start delving into the text. With all that said, enjoy!



Affinity Missions

A New Rival?



Mission Prerequisites

- **Level: 12**
- **Complete Chapter 3.**

Mission Walkthrough

Meet Hector Birtwhistle (H.B. for short). H.B. is, to put it lightly, a young man who is very, very confident in his skills.

Q&A Time!

H.B.

"You there, the one about to take that mission? I'm speaking to you."

Answer

Answer: Ask the man what he wants.

Ignore: Take the mission without paying the man any notice.

Q&A Time!

H.B.

"I invite you to set pride aside and allow me to handle this. For humanity's sake."

Answer

Decline: Tell Hector to save his breath.

Inquire: Ask how such a thing could possibly benefit humanity.

New Affinity Mission: A New Rival?

You are now in competition with a BLADE named H.B. for…some reason.

Objective 1

Complete all three normal missions:

- **Installation: Install a data probe on the plains northeast of Primordia's Sayram Lake.**
- **Research: Earn 3,000 credits from FrontierNav in a single return.**
- **Miranium: Give 900 units of miranium to Tauler on Division Drive in the Administrative District.**

If you're reading this, then by now you should know how to install data probes and gain cash and resources from them. However, if you need a refresher course, feel free to turn to the BLADE and Its Benefits section of the Primer and read up.

Objective 2

Talk to H.B. on the BLADE Concourse.

Q&A Time!

H.B.

"I'll be good enough to offer an extension on our little contest in the meantime."

Answer

Brag: Tell Hector that you are already done.

Inquire: Ask Hector what this new issue is.

Q&A Time!

H.B.

"I'm certain someone of your proficiency will only hold me back a little."

Answer

Accept: Agree to help.

Decline: Tell Hector to do it himself.

Objective 3

Head to Noctilum's Rust Lake to rescue the BLADEs.

Q&A Time!

H.B.

"Let's clear out the creatures ahead, then evacuate our scientist."

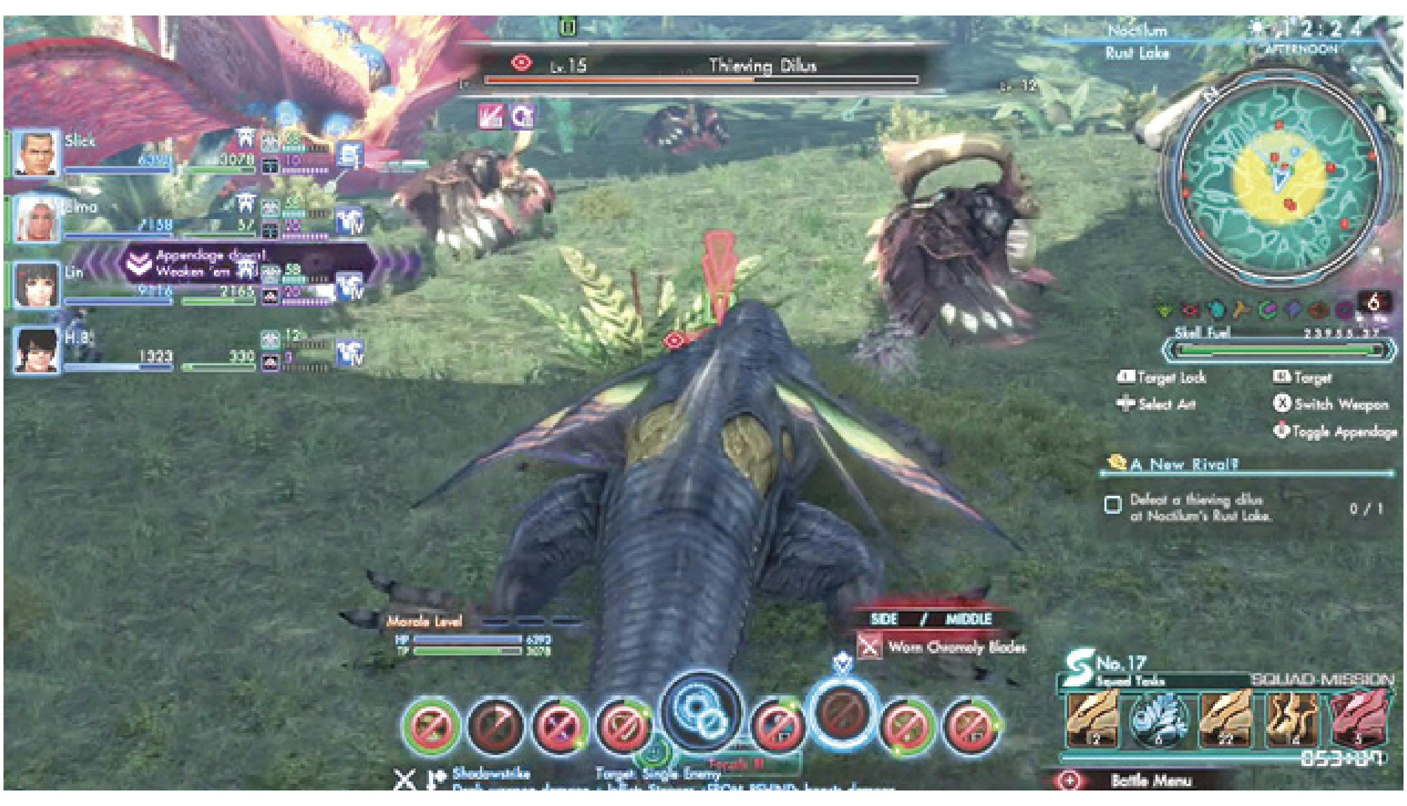
Answer

Worry: Say that you should help the injured BLADE.

Ignore: Take no more notice of the wounded BLADE and move on.

Objective 4

Defeat a thieving dilus at Noctilum's Rust Lake.


Lv.15 Thieving Dilus
Noctilum
Rust Lake
Afternoon
Slick
Elma
Lin
H.B.
Appendage down! Weaken 'em
Skell Fuel
Target Lock
Target
Select Art
Switch Weapon
Toggle Appendage
A New Rival?
Defeat a thieving dilus at Noctilum's Rust Lake. 0 / 1
Morale Level
HP
TP
SIDE / MIDDLE
Worn Chromoly Blades
No. 17
Squad Tasks
SQUAD MISSION
Shadowstrike
Target: Single Enemy
Battle Menu

Be sure no nearby indigens join this fight, and take on the dilus four-on-one. Also, make sure you're nowhere near the front of its body, so as to avoid its snapping jaws.

Objective 5

Talk to Solan at Noctilum's Rust Lake.

Q&A Time!

H.B.

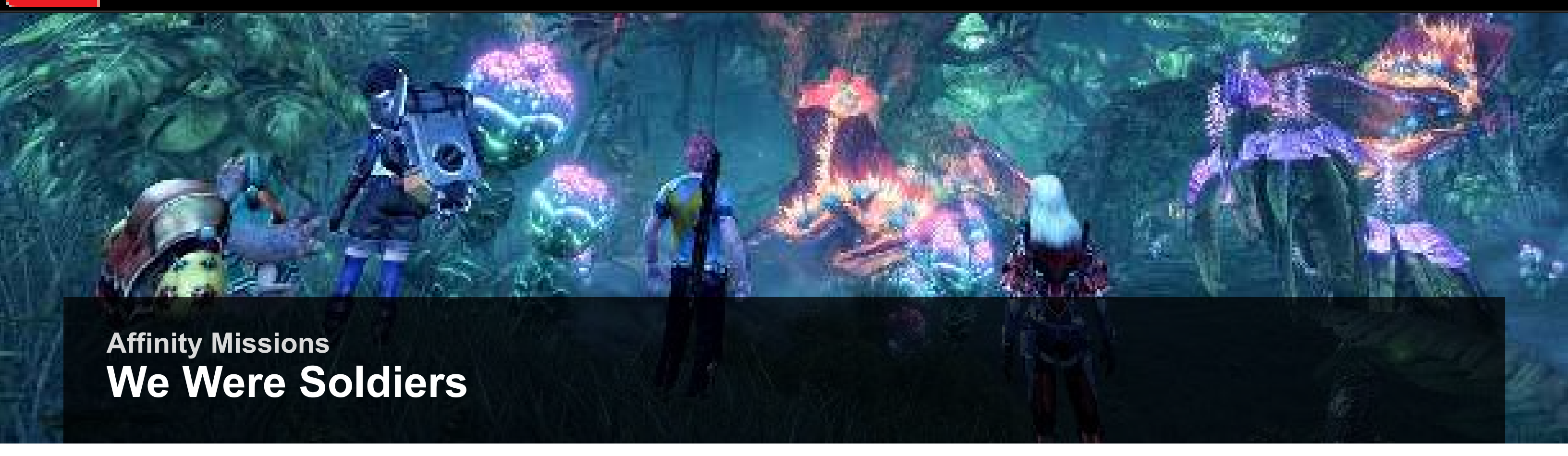
"I see now that you are worthy of the honor of being my partner."

Answer

Nod: Tell H.B. that you will think about it.

Shrug: Say that you're nothing special.

» NEW PARTY MEMBER:
H.B.



We Were Soldiers

Mission Prerequisites

- Level: 12
- Affinity: Elma (1 Heart)
- Complete Chapter 3.
- Explore 15% of Primordia
- Required Members: Elma and Lin
- Restricted Members: Irina, Gwin, and Doug.

Q&A Time!

Vandham

"Someone needs to go round 'em all up."

Answer

Question: Ask why they're collecting random parts.

Worry: Express concern about Monty's team.

Mission Walkthrough

A Reclaimer team has found multiple chunks of the White Whale, and they need extra hands to gather them.

New Affinity Mission: We Were Soldiers

Debris from the White Whale has been detected on the shore north of New LA. Head there to retrieve it.

Objective 1

Collect three parts of the White Whale at Northpointe Beach in Primordia.

Fire up the radar and Follow Ball. They lead you toward one of Primordia's coasts. Loot all three nodes in the vicinity.

Objective 2

Find the source of the distress call on the North Janpath Plain.

The path to this destination is elevated, meaning the mini-map can be deceiving. The Follow Ball, however, will take you exactly where you need to go. Once you arrive, a large simian indigen blocks your way. The only way out is through.

Objective 3

Defeat the intimidator simius found on the North Janpath Plain.

Intimidator Simius

Lv. 14: Boss

This is manageable for three party members, but the main strategy revolves around "it hits hard, so hit it harder." Chain all of your attacks, keep your party members in sync, and you'll be fine.

Objective 4

Search for Irina on the North Janpath Plain in Primordia.

The only way appears to be off of the cliff, and that's exactly where you need to go. Jump down (no, seriously) to the waters below and swim west to the small coast to find her.

Objective 5

Report back to Commander Vandham in the BLADE barracks.

Q&A Time!

Lin

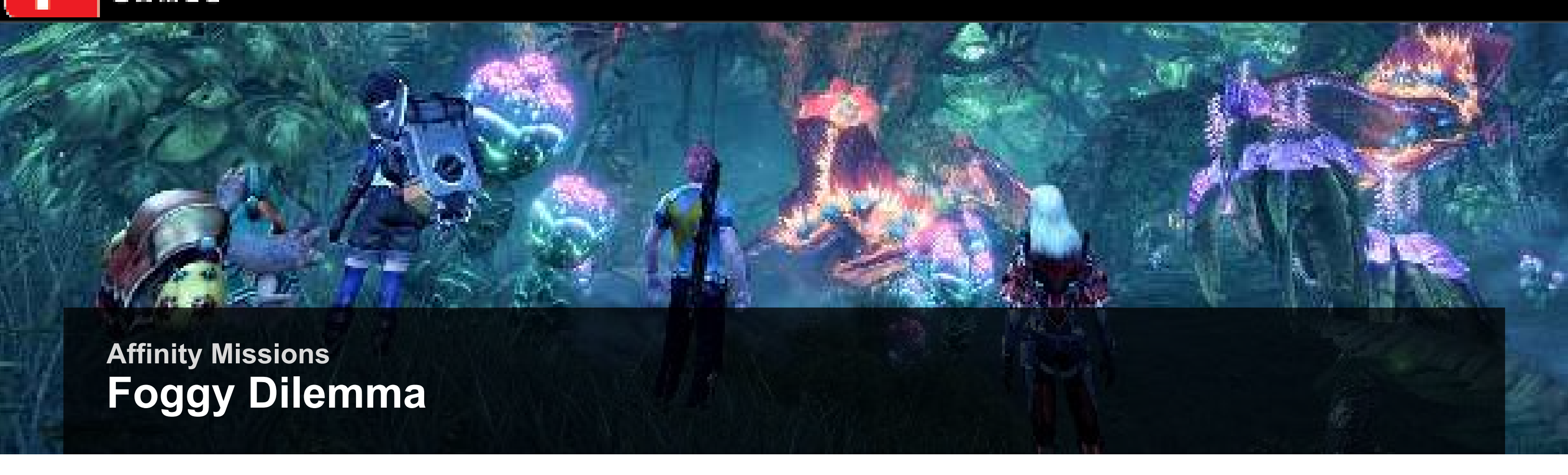
"You really are something, Elma!"

Answer

Inquire: Ask about when Elma struck back at the enemy on Earth.

Correct: Remind everyone that this was a TEAM effort.

Art Learned: Shadowstrike (Dual Swords)



Affinity Missions

Foggy Dilemma

Mission Prerequisites

- **Level: 13**
- **Accept the "Backup Request" basic mission**
- **Complete Chapter 4.**
- **Restricted Members: Frye.**

Mission Walkthrough

This mission begins with a young man deep in thought—or lost in thought. It's hard to tell which, really. This is Phog Christoph, and he has a mission request. Give him time and he'll actually get around to it.

Q&A Time!

Phog
"I didn't think anyone would accept my request. This is the best thing that's happened to me all month."
Answer
Urge: Tell Phog to make his point.
Wait: Let Phog sort his thoughts.

Q&A Time!

Phog
"…Hmm?"
Answer
Nudge: Tell Phog that this is a god time to start talking.
Wait: Stand still and let Phog notice you.

Q&A Time!

Phog
"Besides, field investigation and combat aren't exactly my forte…"
Answer
Propose: Say that you should head out there at once.
Chide: Tell Phog that he should try it himself before relying on others.

New Affinity Mission: Foggy Dilemma

Some of the data probes in Oblivia seem to be malfunctioning. Look into it with the Prospector, Phog.

Objective 1

Investigate the data probe at Oblivia's Twin Arches.

The path here is straightforward, but keep an eye out for the large indigens roaming the area. Once you investigate the wrecked probe, Phog points you to another one.

Objective 2

Investigate the data probe on Oblivia's aaroy Plain.

Objective 3

Investigate the data probe at Oblivia's Twin Arches.

Yes, you have indeed been here before. Just go with it. Once you arrive, Phog slowly starts to realize something.

Q&A Time!

Phog
"This one's pulled out of the ground just like the others."
Answer
Speculate: Say that something is obviously digging the data probes up.
Correct: Remind Phog that you have already checked this location.

Q&A Time!

Phog
"Guess I haven't made much progress on that front."
Answer
Comfort: Remind Phog that no one is perfect.
Scold: Yell at Phog to get his act together.
Counsel: Tell Phog that all progress is built on such mistakes.

Objective 4

Regroup and investigate the data probe on Oblivia's Aaroy Plain.

Again, you've already been, but just go with it. This time, the trip proves fruitful—you run into the Ganglion.

Q&A Time!

Phog
"Sorry, what were we talking about? Oh, right. The Ganglion. So what should we do about them?"
Answer
Suggest: Propose that you take out the Ganglion forces for disturbing the data probes.
Query: Ask Phog what he wants to do.

Objective 5

Achieve all objectives:

- **Defeat the Qmoeva divider on Oblivia's Aaroy Plain.**
- **Defeat the Marnuck crafter on Oblivia's Aaroy Plain.**
- **Defeat the Marnuck analysts on Oblivia's Aaroy Plain.**

Marnuck Analyst x2

Lv. 12: Enemy

Marnuck Crafter

Lv. 12: Enemy

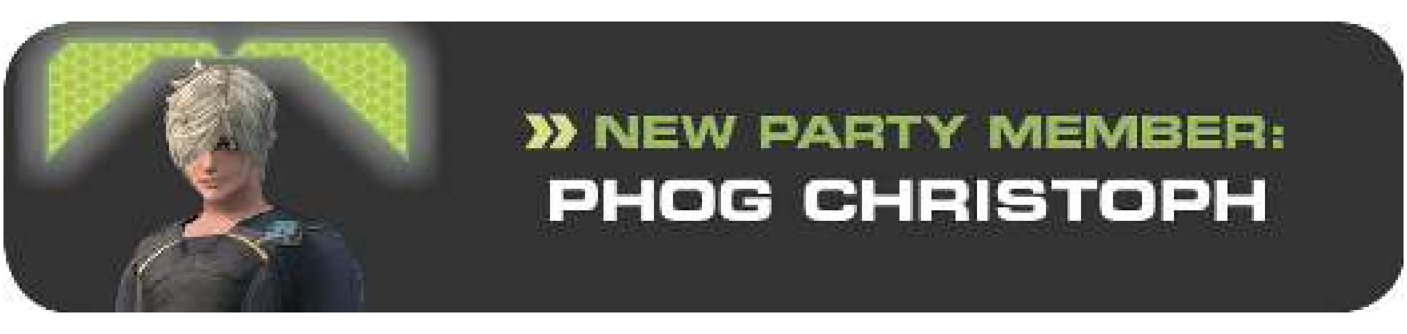
Qmoeva Divider

Lv. 14: Boss

Concentrate on the small fry first before ganging up on the Qmoeva—preferably while equipped with beam-resistant gear.

Q&A Time!

Phog
"It's actually kind of odd to feel this comfortable with a stranger."
Answer
Offer: Tell Phog that you want to take on more missions together.
Praise: Tell Phog that he showed great courage.
Correct: Tell Phog not to get too comfortable.



Mission Prerequisites

- **Level: 13**
- **Affinity: Lin (1 Heart)**
- **Complete Chapter 3.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

Lin is having a bit of trouble with some machinery she's tended, and her engineer's pride won't let her rest easy about it.

New Affinity Mission: The Repair Job

Team up with Lin and fix the electrical fault.

Objective 1

Talk to Bart at NLA's West Gate.

Q&A Time!

Elma

"Surprised?"

Answer

Inquire: Ask if she's always done both.

Grin: Note how much fun she seems to be having.

Objective 2

Gather three L-002 power cables in Primordia's Starfall Basin.

The good news is that the radar tells you the areas where you gather these parts in nearby treasure chests. The bad news is that there are some heavy-hitting Ganglion Skells over there (around~level 50!). Stay clear of the Skells as you look for the power cables.

Objective 3

Talk to Bart at NLA's West Gate.

Bart is actually above the west gate, where you came through on your first time to New LA.

Q&A Time!

Elma

"What do you think?"

Answer

Grumble: Complain loudly about how hungry you are.

Persist: Insist that you should fix the problem for good.

Art Learned: Fire Carnival (Gatling Gun)

The Repair Job: Extra Objectives

NOTE: If you choose "Persist", you'll go on an extra set of objectives to collect:

- **Five white cometites**
- **Two energy tubes from puges in Primordia**
- **Four cruise deflector AiRs in Oblivia.**

Be sure to check the Bestiary and Collectible Locations sections in the Data chapter for the above.

Here are the objectives as stated in the game from that point onward:

Objective 1

Achieve all objectives:

- **Use FrontierNav to gather five white cometites.**
- **Gather two energy tubes from puges in Primordia.**
- **Gather four cruise deflector AiRs in Oblivia.**

Objective 2

Talk to Bart at NLA's West Gate.

Gathering Info:

- **The deflector collectibles can be gotten from our Collectible Locations maps.**
- **White Cometites are a resource and thus should be mined for via FrontierNav (Sites 110, 115 and 118 all yield it).**
- **Finally, the best place for puges in Primordia (for the energy tubes) can be found in Seaswept Base, directly south of the FN Site 119 fast travel point in southeast Primordia. They're the Pawn Puges close to where players fight Glennar in Chapter 3.**

Affinity Missions

Meeting Yelv

Mission Prerequisites

- **Level: 14**
- **Complete Chapter 3.**

Mission Walkthrough

Start this mission and you'll find that Yelv has a rather…forward personality. Within seconds, you're drafted into taking on a mission.

Q&A Time!

Yelv
"C'mere a minute. I got something you're about to do for me."
Answer
Agree: Do as the man says.
Beg off: Say that you have to go wash your hair.

Q&A Time!

Yelv
"Run along and handle 'em. Should be a cake walk. Real easy street."
Answer
Rebuff: Tell him to get lost.
Agree: Say that you'll do them.

New Affinity Mission: Meeting Yelv

You were pressed into taking on some missions by a man named Yelv. They seem like fairly straightforward tasks; hopefully it won't take too long.

Objective 1

Complete all three normal missions:

- **Mission A: Gather three rizattices in Primordia.**
- **Mission B: Defeat two young ciniculas in Primordia.**
- **Mission C: Defeat five metal blattas in Primordia.**

If you don't already have them, refer to the Collectibles section in the Data chapter for the rizattices. The blattas are lower-level fodder that can be easily beaten at your current level—just watch out for their numbers and don't let them swarm you. The ciniculas should be right at your level as well—take them on one at a time and you should have no problems.

Objective 2

Talk to Yelv on North Founders Street in the Commercial District.

Q&A Time!

Yelv
"Looks like they're done. You have a hard time or what?"
Answer
Confirm: Say that they were a nightmare.
Deny: Say they were easy.

Suitably impressed with how you handled his test, Yelv joins you for a mission.

Objective 3

Head to the BLADE Concourse with Yelv.

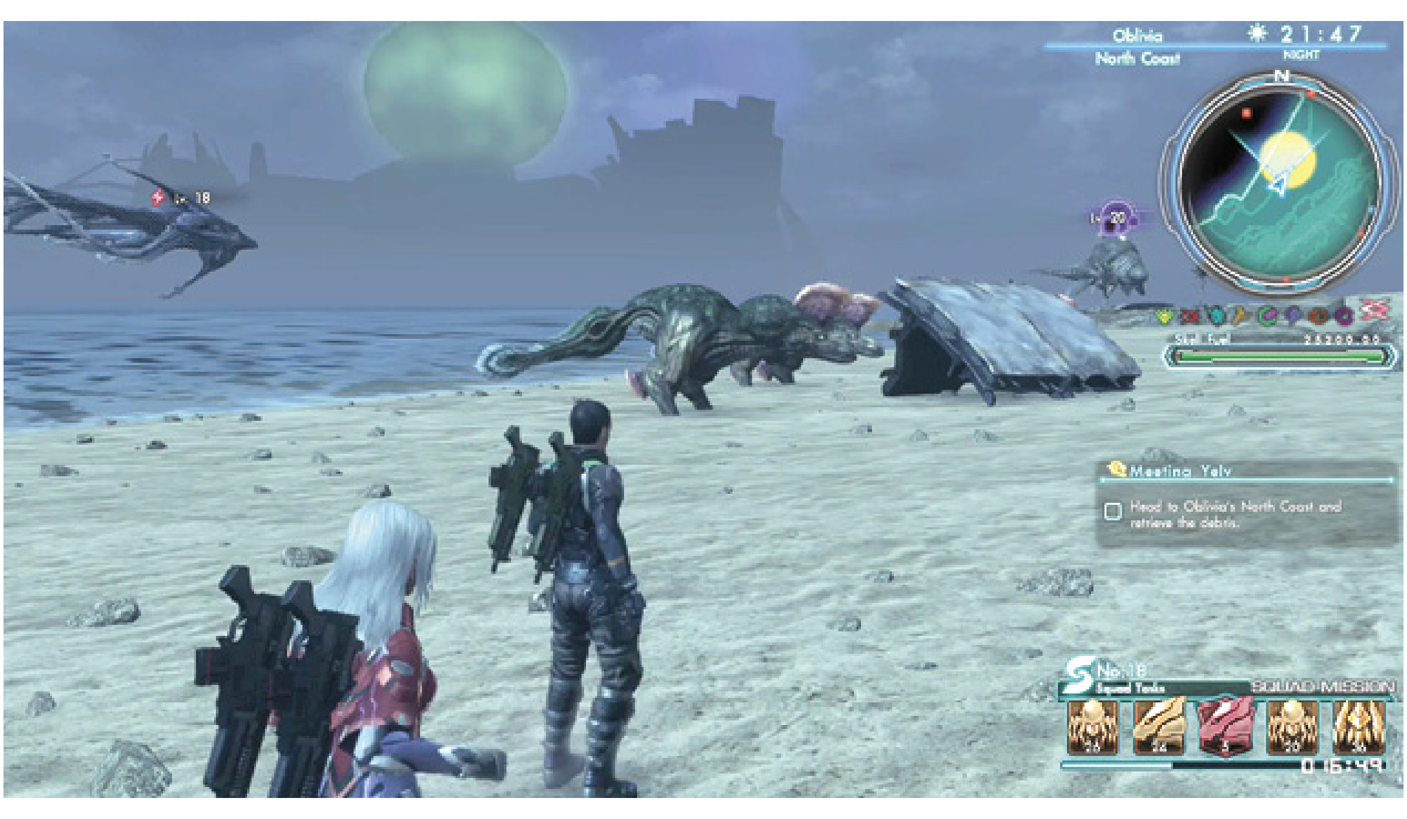
No matter what choice you make here, you must collect the debris.

Q&A Time!

Yelv
"Well, pard? You gettin' any chuckles here?"
Answer
Hunt: Choose to fight the indigen.
Gather: Choose to gather the strawlennies.
Reclaim: Choose to find the White Whale parts.
White Whale

Objective 4

Head to Oblivia's North Coast and retrieve the debris.



Indigens lurk near the debris, including a tyrant, but they can be stepped around. However, get close enough to the debris and you'll be attacked by a few nasties.

Q&A Time!

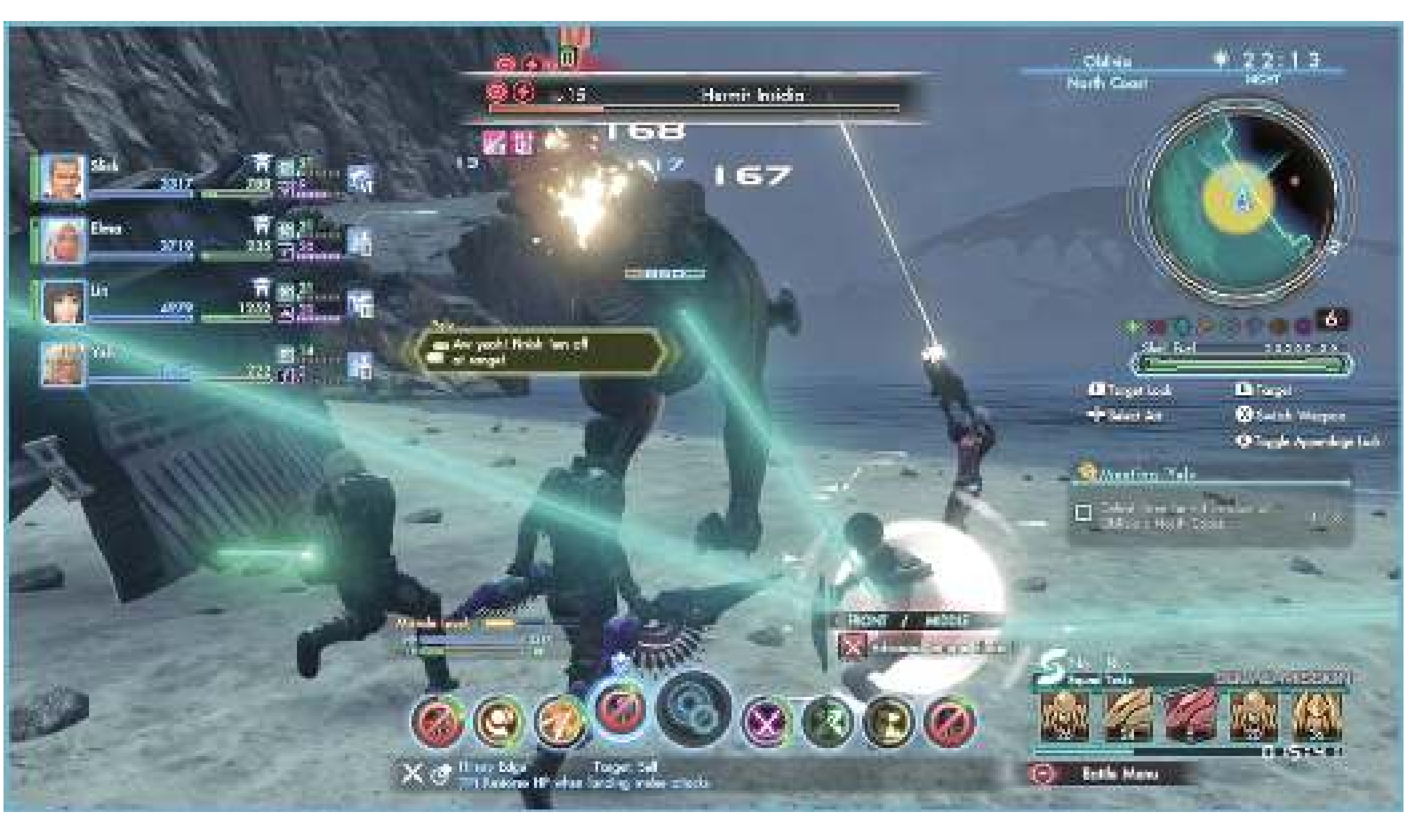
Yelv
"Time to teach these indigens who owns this little piece of Mira!"
Answer
Nod: Tell Yelv that you are ready to kick some butt.
Caution: Suggest hanging back and observing your enemy.

Objective 5

Defeat three hermit insidias at Oblivia's North Coast and examine the debris.

Hermit Insidia x3

Lv. 15: Enemy



The insidias should be right at or below your party's level, so this shouldn't go badly at all. Flank the enemy, hit hard, and have all party members concentrate fire on one insidia at a time. Watch out for their physically devastating front-facing Rock Shots.

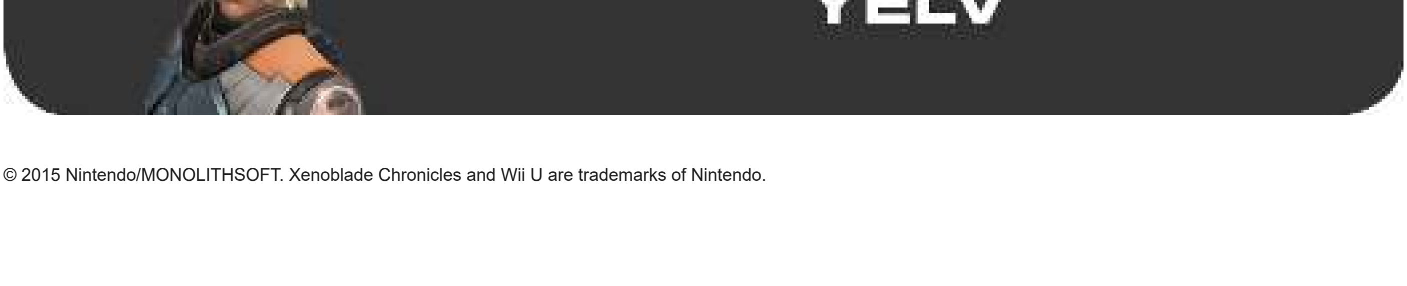
Once you win, examine the debris, then report to Eleonora to complete the mission.

Objective 6

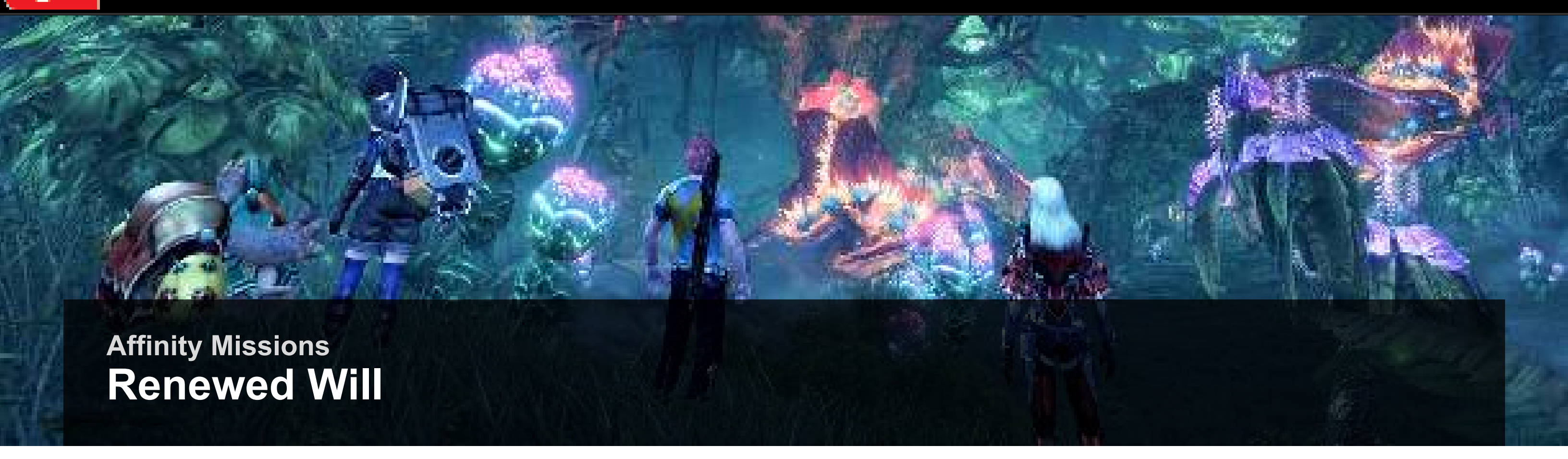
Talk to Eleonora at the BLADE Concourse in the Administrative District.

Q&A Time!

Yelv
"We're gonna be working together a long time, you and me. Best to get to know each other."
Answer
Pry: Ask what Eleonora meant when she said that Yelv was "looking for something."
Grin: Tell Yelv a cold one sounds good.



» NEW PARTY MEMBER:
YELV



Affinity Missions

Renewed Will

Mission Prerequisites

- **Level:** 15
- **Required Members:** Elma and Lin.
- **Restricted Members:** Irina.

Mission Walkthrough

Team Elma runs into an off-duty Irina, but so do a couple of hecklers, who insult everyone Irina holds dear. Is this the start of a street fight? This affinity mission is a requirement for Chapter 5.

Q&A Time!

Heckler

"Ho ho, this oughtta be good! Let's go!"

Answer

Raise fists: Prepare to fight.

Hang back: Wait and see what happens.

Q&A Time!

Irina

"Just forget it."

Answer

Change subject: Ask what brings Vandham here.

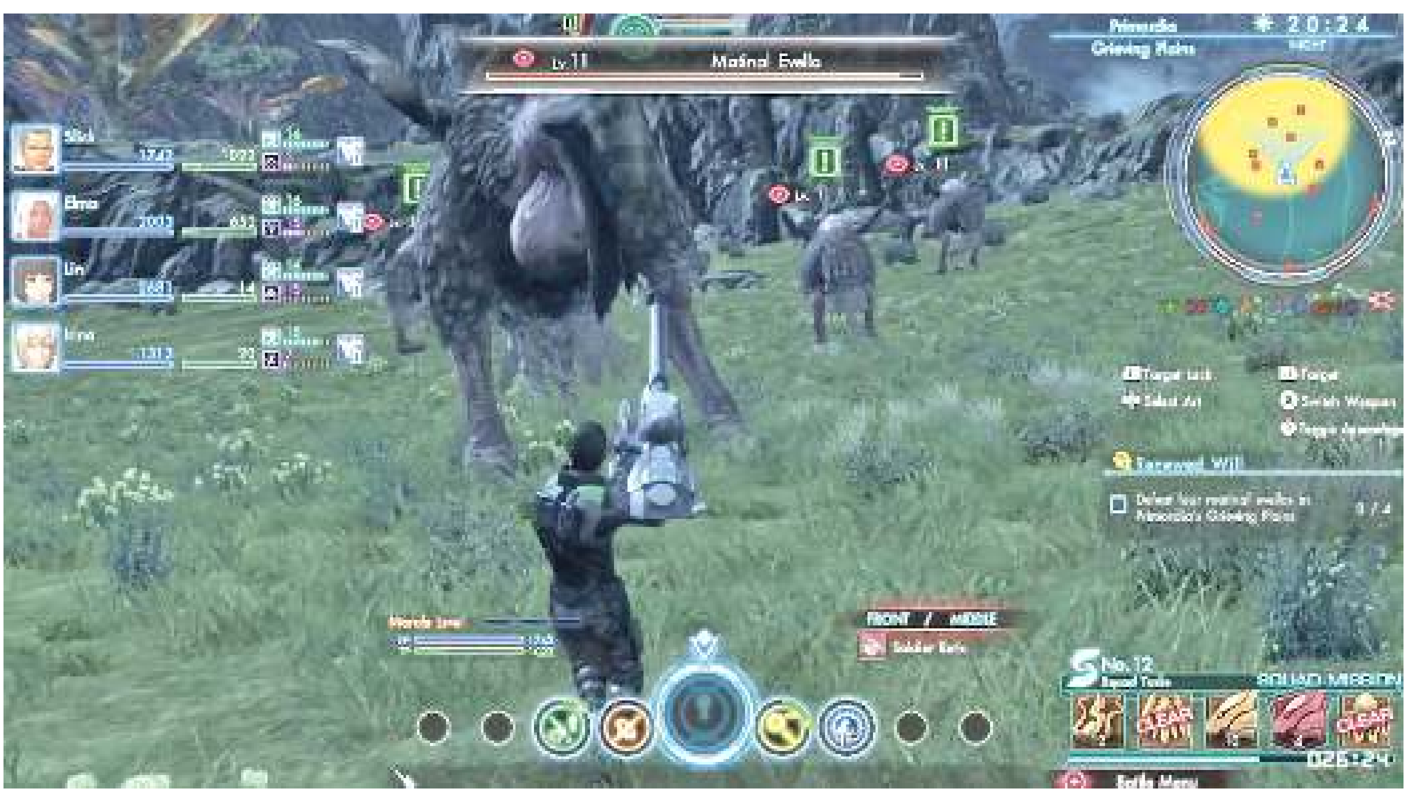
Probe further: Ask Irina what's the matter.

New Affinity Mission: Renewed Will

You received a new mission from Irina—defeat the indigens, whose increasing numbers have become something of a problem.

Objective 1

Defeat four matinal evellos in Primordia's Grieving Plains.



The evellos are your standard indigens—not boss grade at all. When you find them, they should be roughly level 11. Dispatch them and move on.

Objective 2

A nearby BLADE team is under attack. Head to Primordia's Grieving Plains.

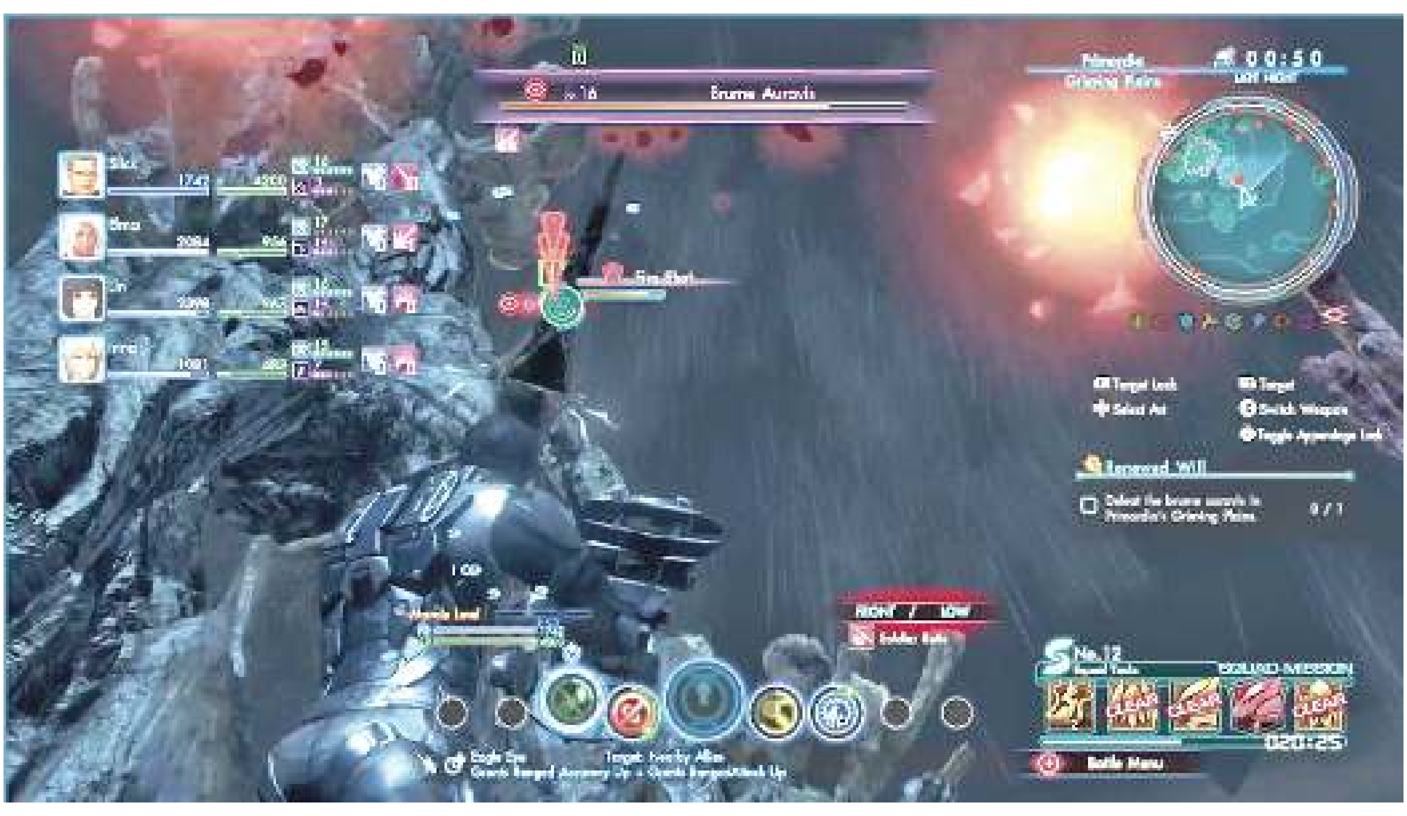
Objective 3

Defeat the brume auravis in Primordia's Grieving Plains.

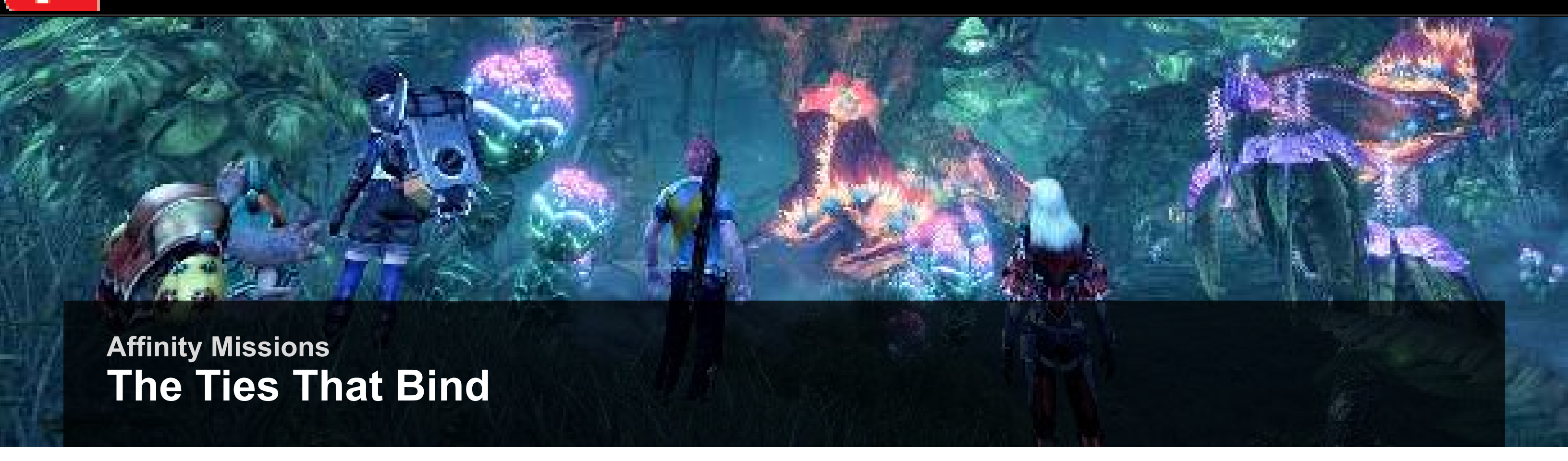
Brume Auravis

Lv. 16: Boss

Since this is a four-on-one fight, you should have little problem, but just the same, watch out for its Tail Twirl and area-of-effect Roar attack. It's got the high ground, so stand yours and persevere.



Art Learned: Smooth Recovery (Knife)



The Ties That Bind

Mission Prerequisites

- **Level: 15**
- **Complete Chapter 4.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

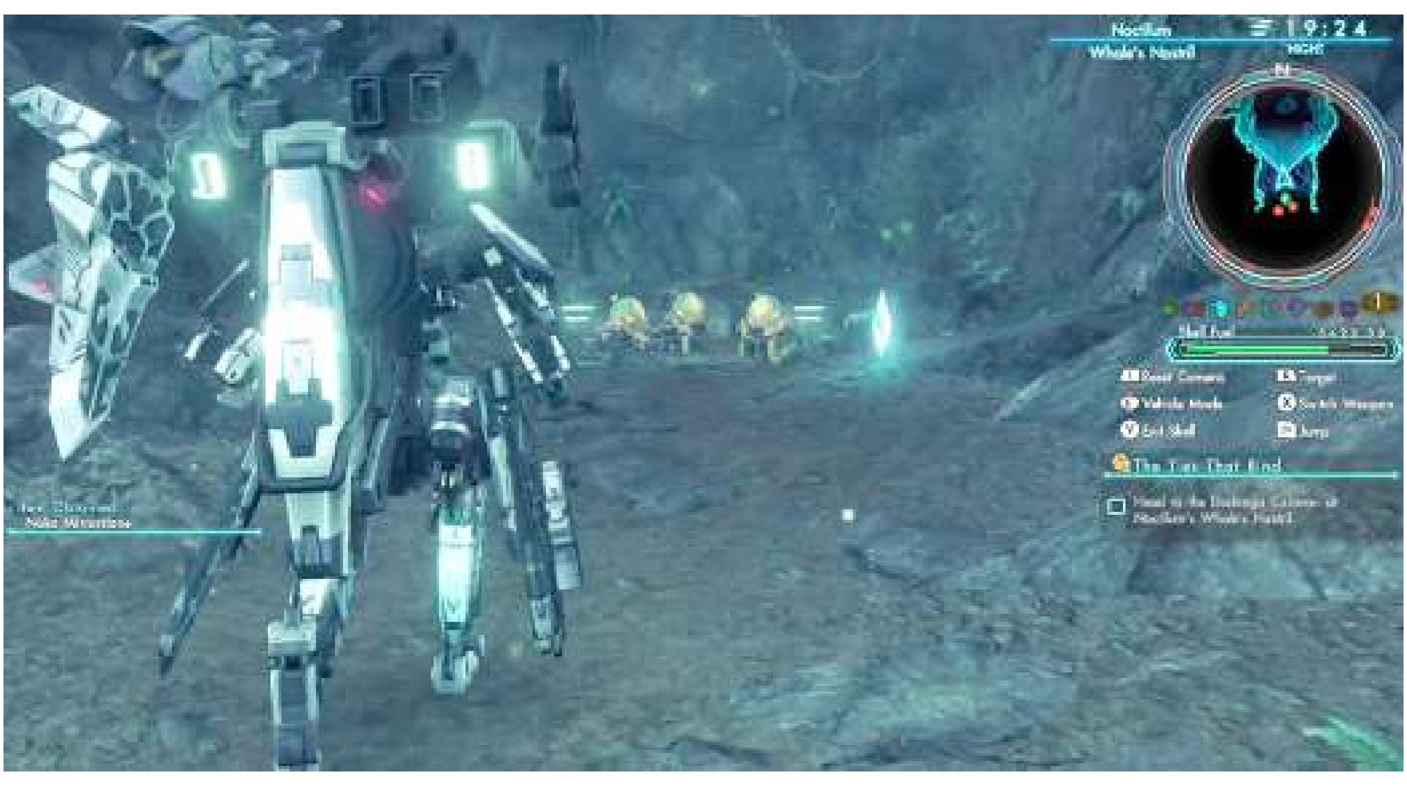
Tatsu gets news of a Nopon caravan that's moved into Noctilum—his home caravan. Elma suggests they pay a visit.

New Affinity Mission: The Ties That Bind

Head to Tatsu's home of Dodonga Caravan and get him to confront his past.

Objective 1

Head to the Dodonga Caravan at Noctilum's Whale's Nostril.



The Whale's Nostril is actually a cave, so use the Follow Ball to light the way, along with your mini-map. The Dodonga Caravan is easy to spot—just look for the cluster of Nopon and tents.

Objective 2

Talk to Koko at Noctilum's Whale's Nostril.

Q&A Time!

Lin

"And I'm Lin. Nice to meetcha!"

Answer

Flatter: Mention that Koko looks lovely.

Tease: Say that Koko looks good enough to eat.

Q&A Time!

Tatsu

"Glasses are only thing Tatsu have to remember Dadapon."

Answer

Aid: Offer to help find the glasses.

Brush off: Tell Tatsu to get over it already.

Objective 3

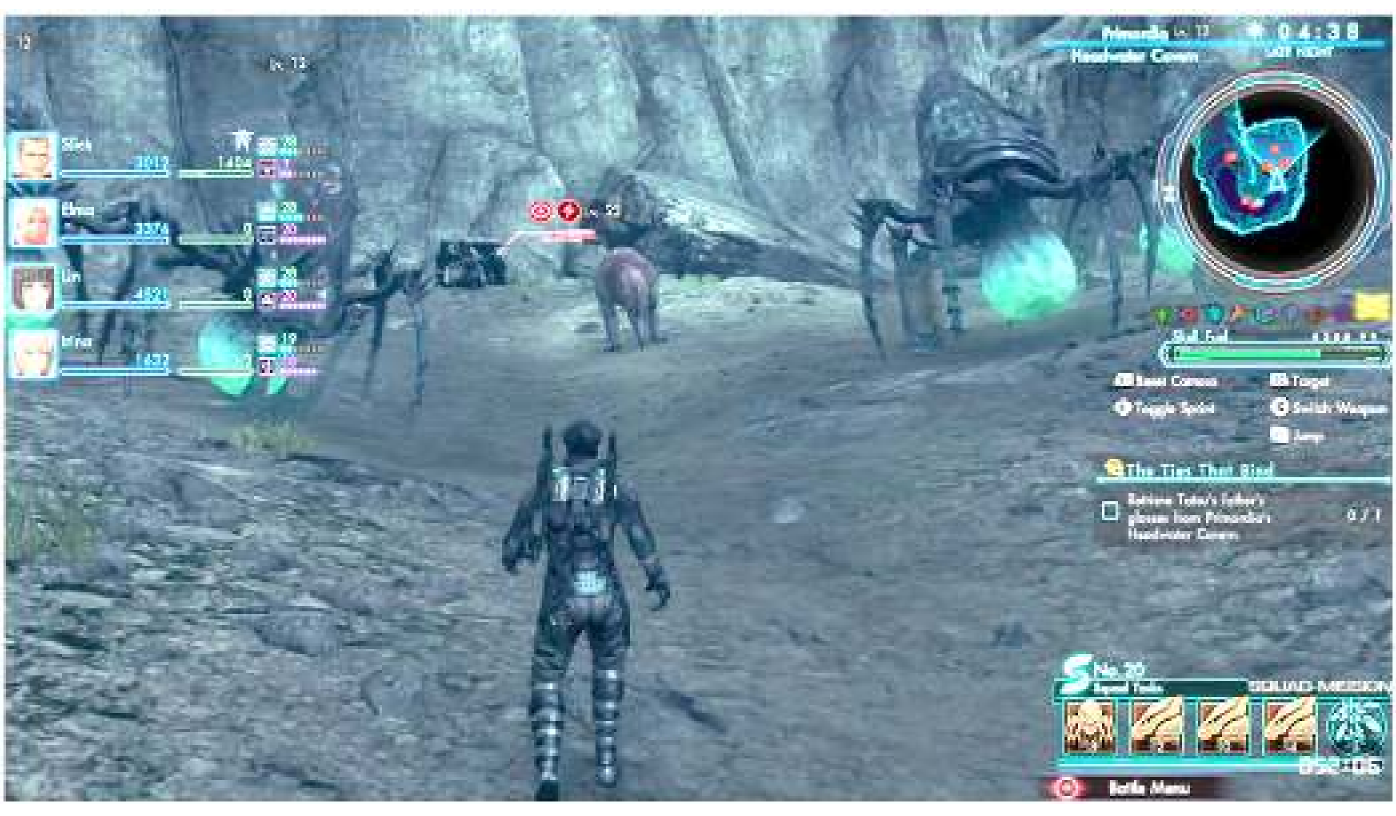
Search for Tatsu's father's glasses on the shore south of Primordia's Biahno Lake.

Objective 4

Retrieve Tatsu's father's glasses from Primordia's headwater cavern.

The entrance to the cave has some high-level indigens (around level 30) lurking about who will attack on sight. Step around them if you don't want to waste time, or challenge them if you want to try for some more levels.

Inside the cave, however, is a much less threatening group of enemies. Look behind the insidia to find a red-gem collectible containing glasses, and fight the enemies, if they attack.



Objective 5

Talk to Koko at the Dodonga Caravan in Noctilum's Whale's Nostril.

Q&A Time!

Lin

"Are you sure you don't want to stay with your family?"

Answer

Agree: Tell him families should stick together.

Disagree: Tell him he should stay (in case you need rations…).

A Day in the Life

Mission Prerequisites

- **Level: 16**
- **Complete Chapter 3.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

It's Vandham time once again! This time he's here because—well, he's bored. Team Elma wastes no time in teasing him about this.

Q&A Time!

Lin

"Hey, yeah! Where do I sign up for a cushy job like that?"

Answer

Mock: Claim that even Tatsu could do Vandham's job.

Suck up: Say that only Vandham could do his job.

New Affinity Mission: A Day in the Life

You decided to observe Commander Vandham at work for an entire day. Go follow him around.

Objective 1

Head to Barista Court in the morning.

Barista Court is in the Commercial District of NLA. Get there during the early hours.

Objective 2

Head to the hangar in the afternoon.

Objective 3

Get a blue electrical tentacle from the duoguills in Primordia.

You can find duoguills at Cliffside Beach. Keep fighting them until they drop the material you need. Target the tentacle and break it off for a higher chance at the item dropping. Be prepared for this to take some time.

Objective 4

Talk to Cedric at the hangar in the Administrative District.

Objective 5

Gather information on the commander's nighttime place of work.

You can find a person not too far from the hangar who will tell you that Vandham's nighttime base of operation is BLADE Tower.

Objective 6

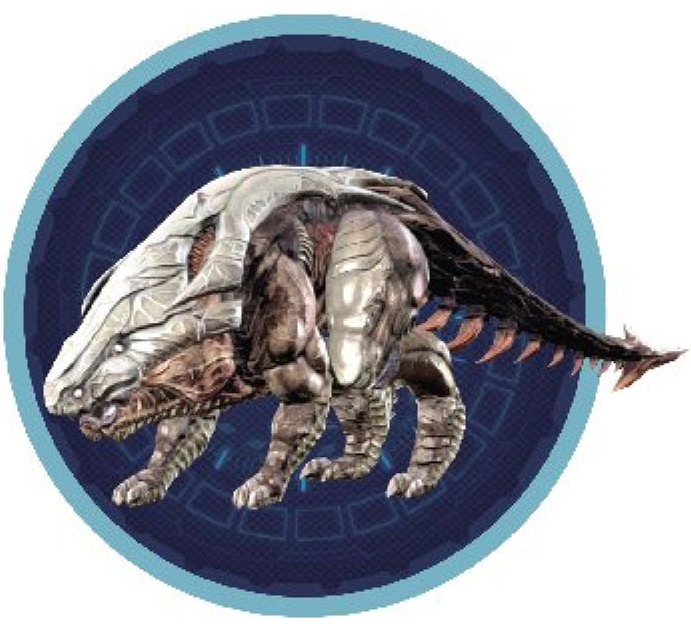
Investigate the BLADE Tower door at night.

Objective 7

Defeat the sailing grex in Primordia's Biahno Grasslands.

Sailing Grex

Lv. 16: Enemy

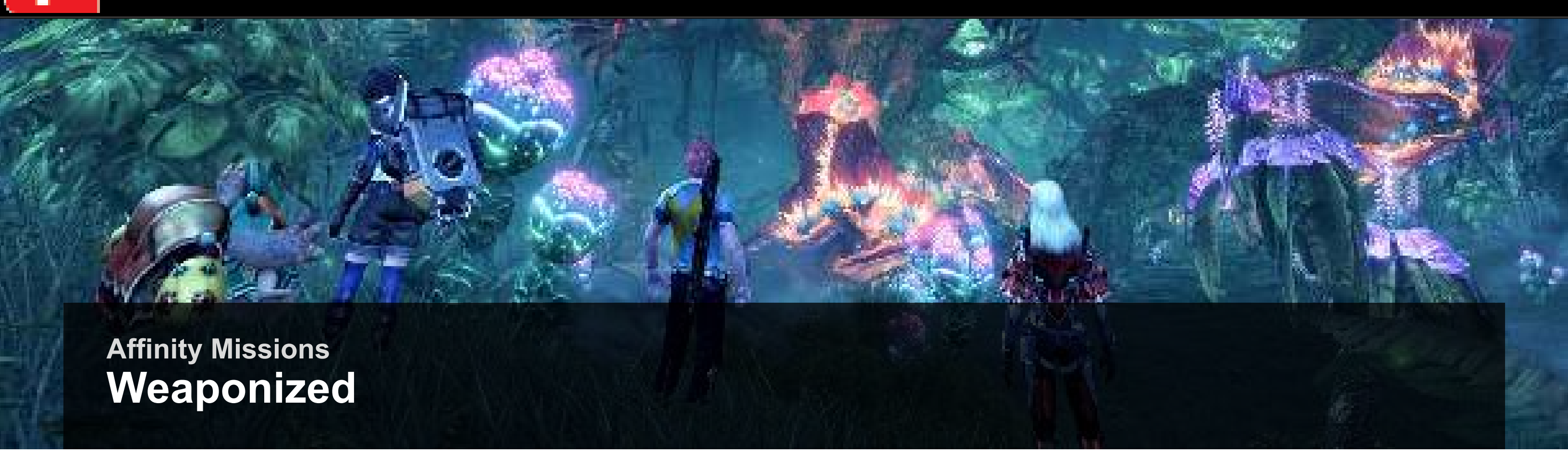


While the sailing grex isn't a boss-class indigen, it is part of a pack. It's level 16 and is surrounded by a whole mess of level 12 fighter grexes. Depending on your levels, you might be fine charging in and concentrating your entire party's fire on the sailing grex. If you're cautious, then hang back and take out the fighter grexes one by one before moving in for the big daddy.

Keep in mind that only the sailing grex must be vanquished to successfully complete the objective.

Sailing Grex
Perfect
Primordia
Biahno Grassland
A Day in the Life

Sailing Grex
Primordia
Biahno Grassland
RESISTANT



Affinity Missions

Weaponized

Mission Prerequisites

- **Level: 17**
- **Accept the “Guinea Pigs Wanted!” basic mission.**
- **The Outfitters Test Hangar must not be in use.**
- **Complete Chapter 4.**

Mission Walkthrough

Meet Alexa! She’s an Outfitter who is, like, toooootally obsessed with Skells and is fond of drafting live test subjects whenever they show up! Like you just did. Look, there’s no time to explain, okay? It’s time to fight her latest machine! Go, go, go! This affinity mission is a requirement for Chapter 6.

Q&A Time!

Alexa
“And since you’re so tough, the data should be great!”
Answer
Query: Ask Alexa what she needs you to do.
Worry: Ask Alexa if she really wants you to fight a Skell.

New Affinity Mission: Weaponized

Alexa from the Outfitters has requested your help with testing a new type of weapon.

Objective 1

Defeat Alexa special at the Outfitters Test Hangar.

Alexa Special

Lv. 16: Boss

Given the prerequisites for entering this chapter, your levels should be higher than your foe’s, and its attacks aren’t much to write home about. Whale on it until it cries uncle.

Alexa Special
433
379
Battle Menu

Q&A Time!

Tika
“Look, you mind handling the next test in place of Alexa?”
Answer
Accept: Say that no mission is too big or small for you.
Hesitate: Tell Tika that you need to think it over.
Decline: Turn down Tika’s offer.

Objective 2

Head to Sylvalum’s Needle Rock sandsea.

Q&A Time!

Alexa
“He wasn’t in Tika’s orders, but we could use him in our test anyway.”
Answer
Agree: Claim that the bigger the subject is, the better the data should be.
Object: Say that the prototype might not be up to the task.

Objective 3

Achieve all objectives:

- **Use the Ramjet Rifle to defeat a trump arenatect at Sylvalum’s Needle Rock sandsea (optional).**
- **Use the Ramjet Rifle to defeat 5 trump papils in Sylvalum’s Needle Rock sandsea.**

Lv. 17
Trump Papil
Sylvalum
Needle Rock Sandsea
That put a dent in 'em. Move in and keep the rhythm going!
Battle Menu

Make sure you have the Ramjet Rifle equipped before you start the fight—nothing you kill with a different weapon will count toward the objective.

Lv. 16
Trump Arenatect
Battle Menu

The papils are small insectoid indigens that go down with little trouble, though you might want to pick them off one by one and concentrate your fire if you haven’t yet hit level 20.

If you decided to also go for the arenatect, keep in mind that it’s the same level as the Alexa special, but it’s bigger and its attacks hit far harder. Hit hard and restore your party whenever possible.

Emerge victorious, and the testing session is over.

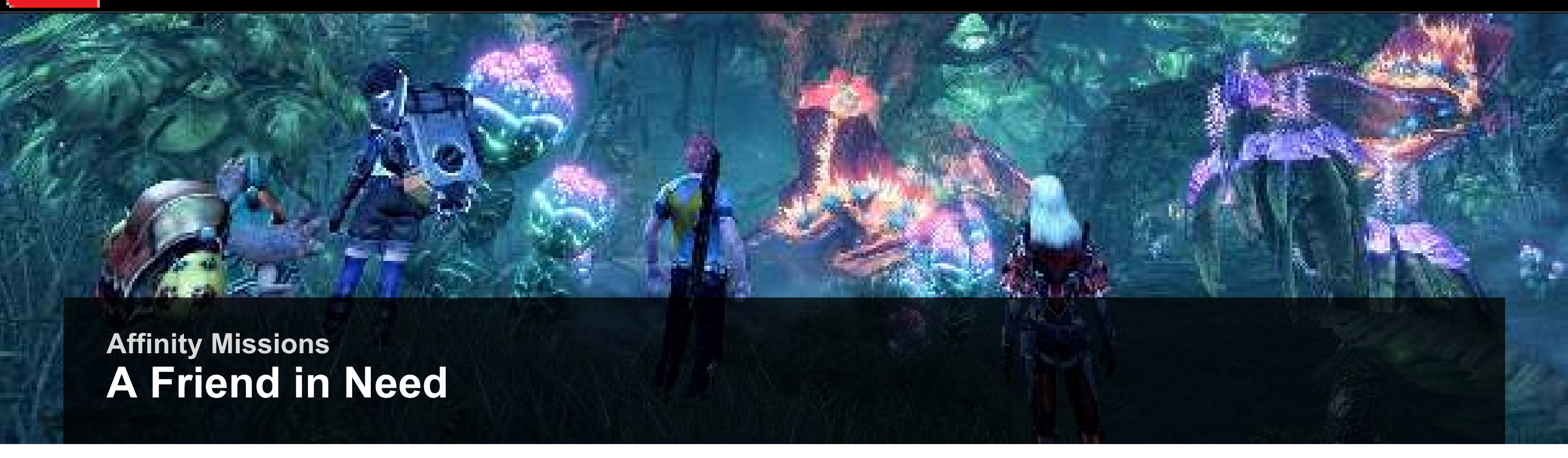
Q&A Time!

Alexa
“Not quite as fun as a Skell test, but still pretty great, huh?”
Answer
Agree: Say that you wouldn’t mind more missions like this one.
Disagree: Say that you were bored.

Objective 4

Report to Tika at the Outfitters Test Hangar.

» NEW PARTY MEMBER:
ALEXA



Affinity Missions

A Friend in Need

Mission Prerequisites

- **Level: 19**
- **Complete Chapter 5.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Lao.**

Mission Walkthrough

Vandham has shown up with a special mission for Team Elma: Rescue Lao's stranded Pathfinder team.

Q&A Time!

Vandham

"Who knows what the hell that boy is thinkin'?"

Answer

Worry: Ask if Lao might be in some sort of trouble.

Dismiss: Say that Lao's behavior is disappointing at best..

New Affinity Mission: A Friend in Need

Lao's team has run out of supplies. Find them and help them out.

Objective 1

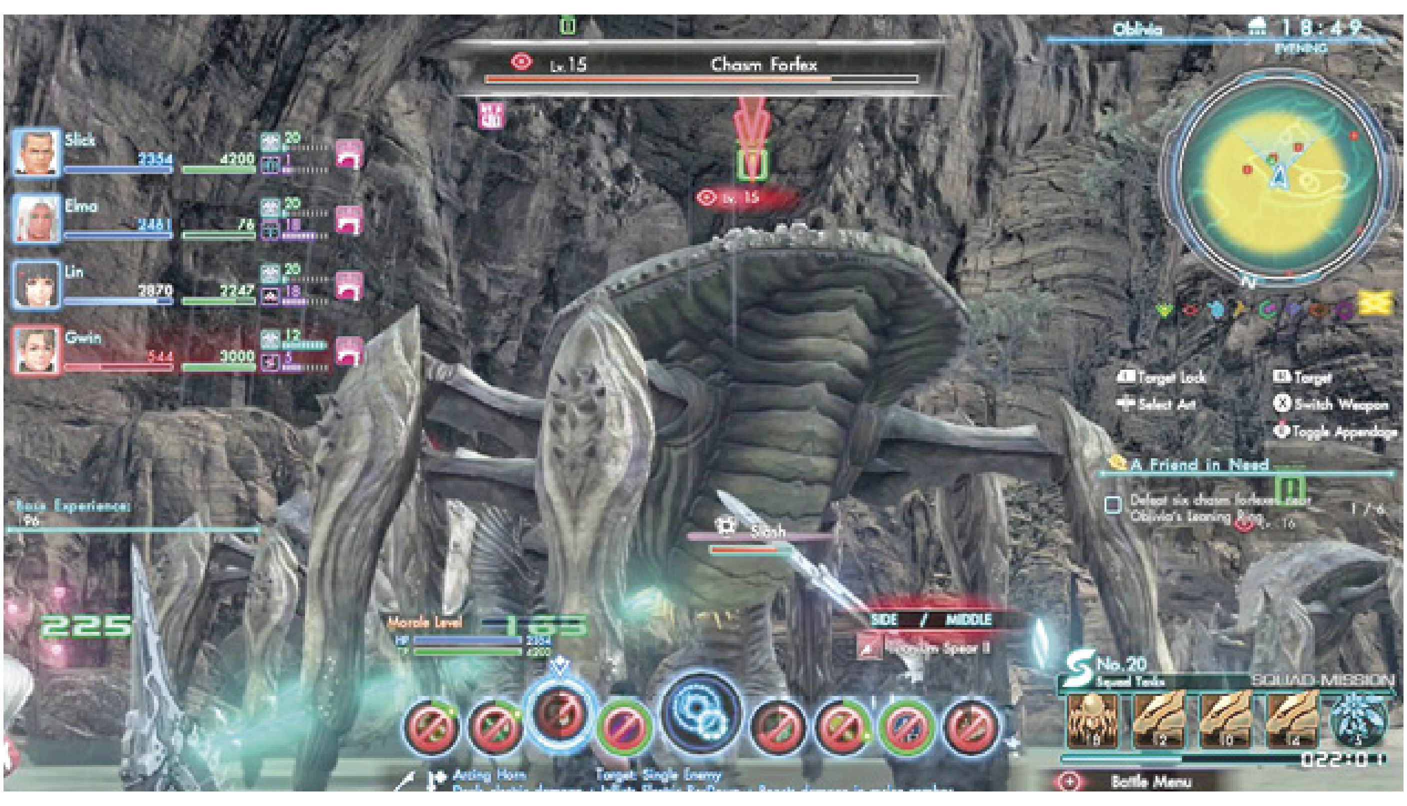
Bring supplies to Saiden in Oblivia's Barbarich Desert.

Objective 2

Head to the meeting point in front of Oblivia's Leaning Ring.

Objective 3

Defeat six chasm forfexes near Oblivia's Leaning Ring.



The forfexes are just ahead, and they should all be below your party's level. If they're close to yours, though, pick them off one by one.

Objective 4

Head past the canyon south of Oblivia's Leaning Ring.

Q&A Time!

Elma

"Come on, let's keep that thing away from them!"

Answer

Affirm: Nod and say nothing's getting past me.

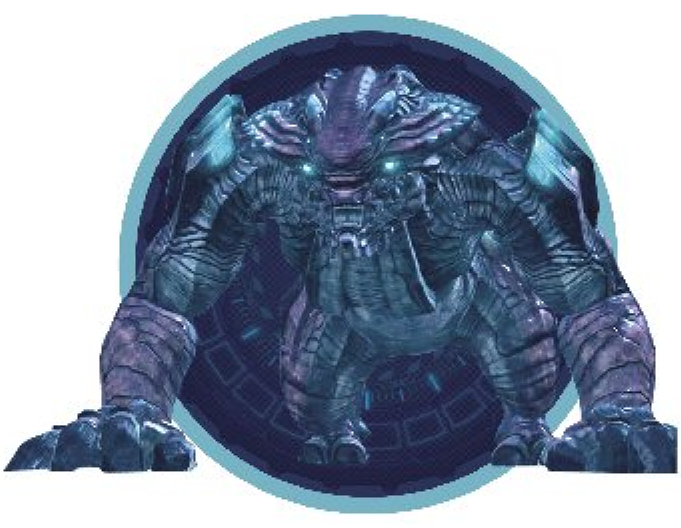
Boast: Say you'll kick enough ass for everyone.

Objective 5

Defeat a fierce vigent south of Oblivia's Leaning Ring.

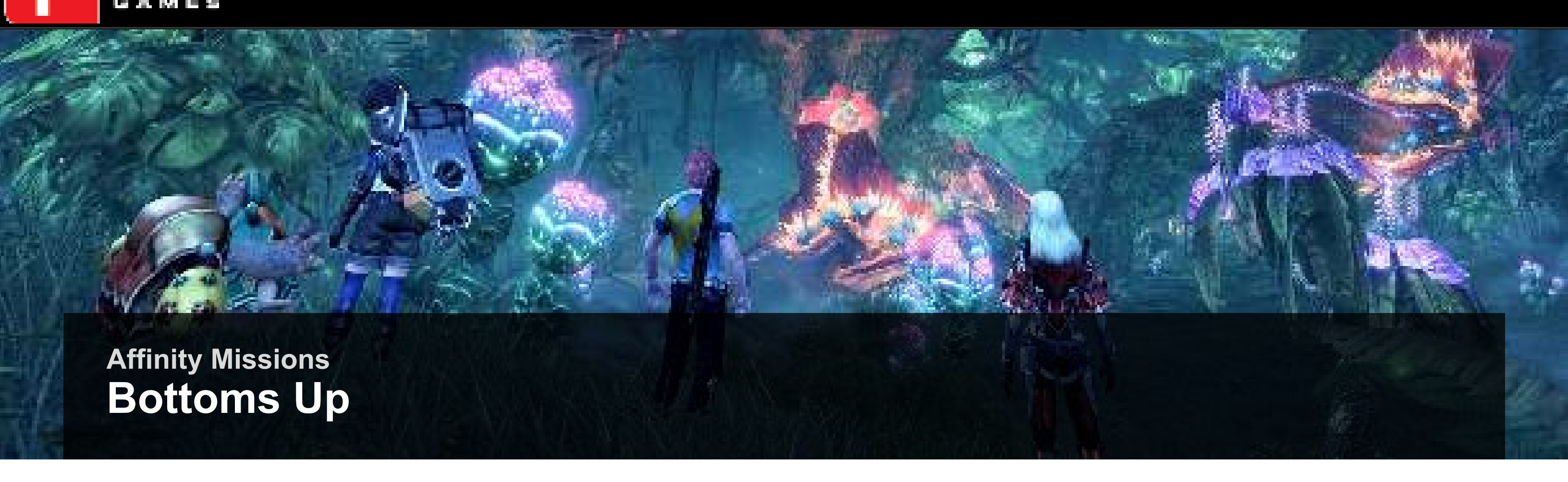
Fierce Vigent

Lv. 19: Boss



Fierce Vigent
Oblivia
A Friend in Need

Fierce Vigent



Affinity Missions

Bottoms Up

Mission Prerequisites

- **Level: 19**
- **This mission must be accepted at nighttime.**
- **Complete Chapter 4.**
- **Restricted Members: Doug, Irina, and Gwin.**

Mission Walkthrough

This mission starts with a gentleman at a diner. Join him for drinks and answer his questions to proceed.

Q&A Time!

Frye
"Bah. Guess I'm outta options…"
Answer
Query: Ask the man if he's all right.
Watch: Hang back and say nothing.

Q&A Time!

Frye
"Let's drink. I'm buyin'!"
Answer
Join: Agree to a drink.
Decline: Turn down the offer.
Protest: Claim that you're underage.

Q&A Time!

Frye
"Right, then! You ready for the main event?"
Answer
Query: Ask what's up next.
Suggest: Say that perhaps he should get some sleep.
Rally: Offer to buy the next round.

Q&A Time!

Frye
"Care to join me, seeing as we're old pals and all now?"
Answer
Accept: Agree to help Frye with whatever he needs.
Decline: Say that you're busy.

New Affinity Mission: Bottoms Up

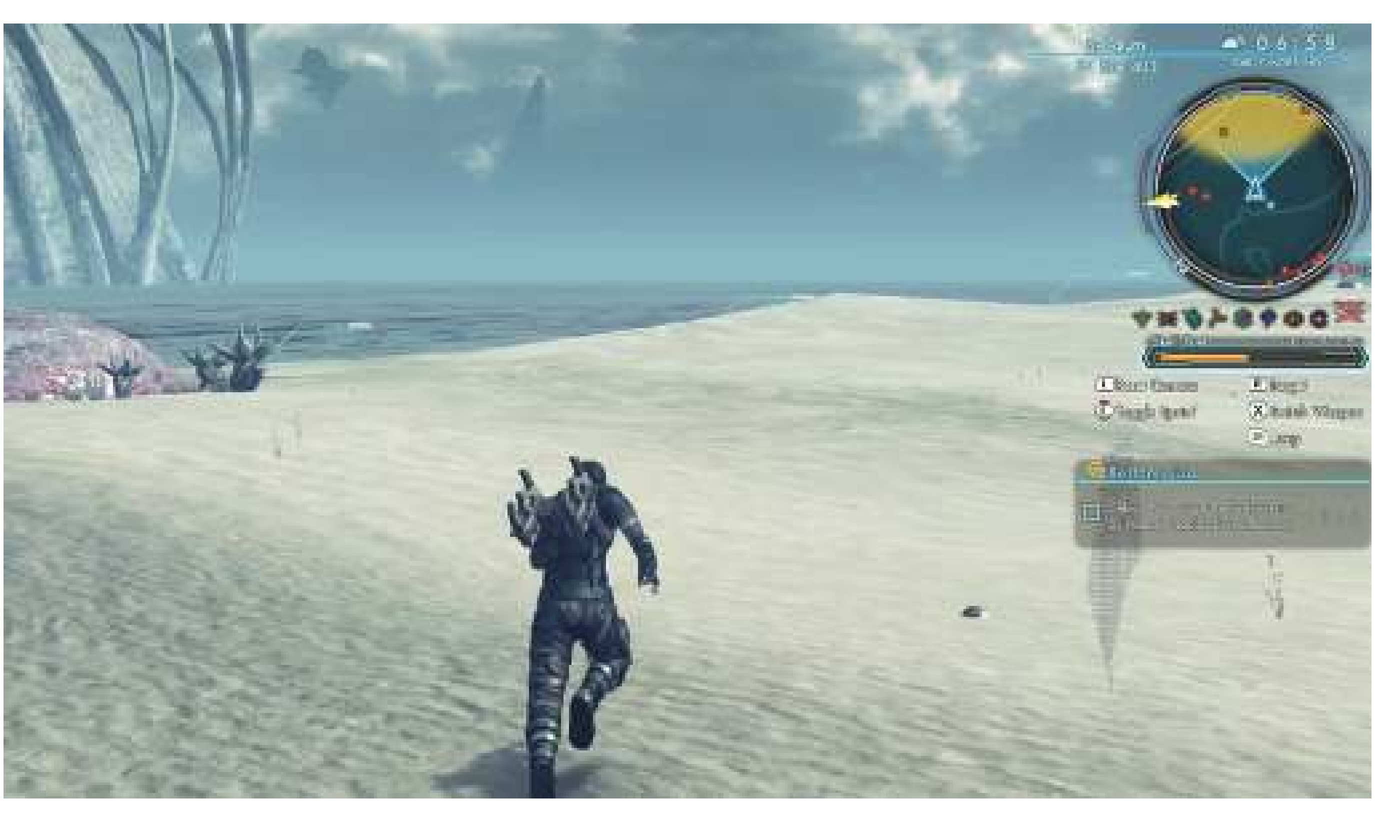
Out of pity for an individual named Frye, you decided to take on an Interceptor task. Your goal is to defeat the enemy reported to be patrolling parts of Sylvalum.

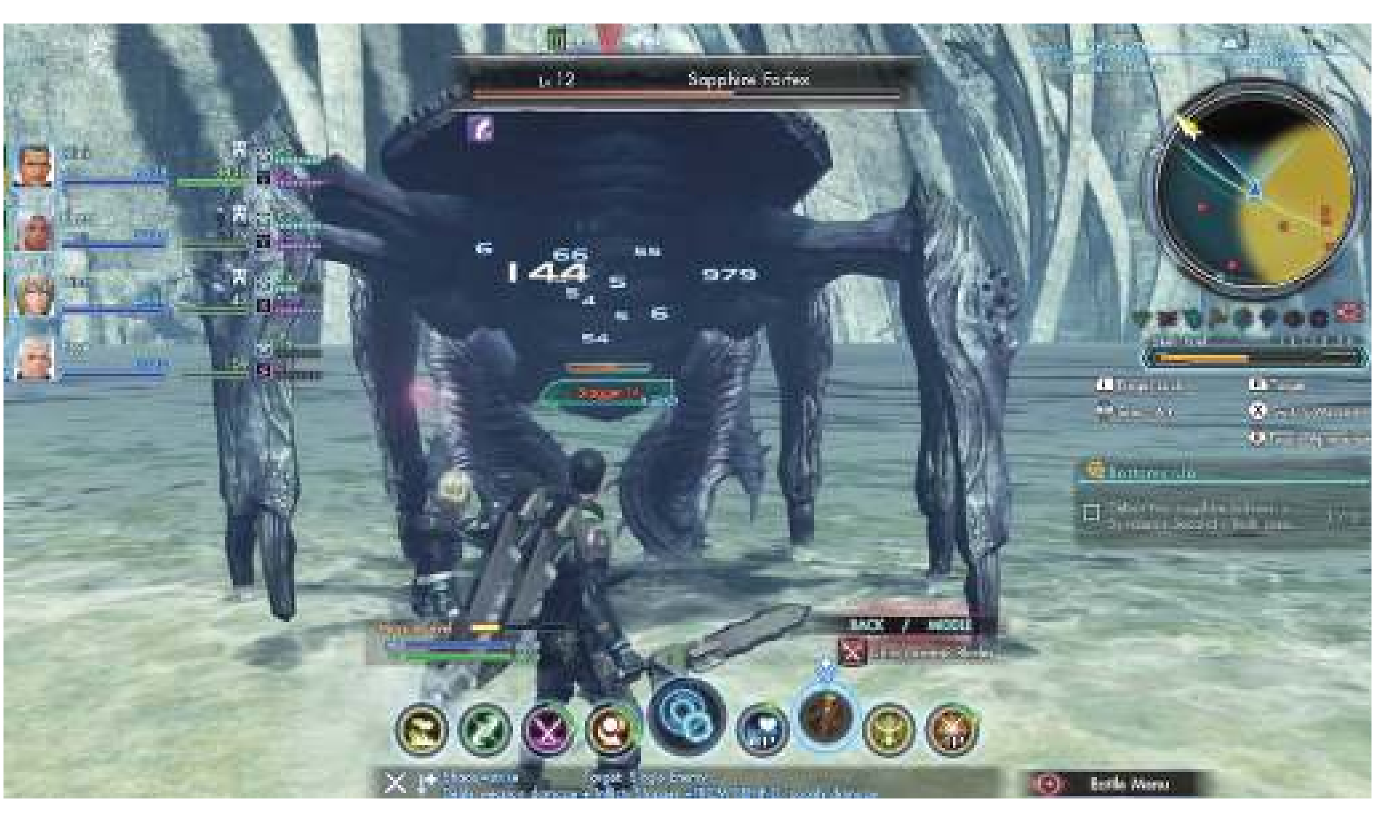
Objective 1

Defeat two sapphire forfexes in Sylvalum's Seabird's Beak region.

It's very possible to trigger this mission before you have a Skell. If you do have one, great! Get moving. However, if you don't, get ready to swim across an entire ocean. Fortunately, Seabird's Beak is right up the southern coast, so you won't get lost once you discover the continent. If you want to save yourself a long swim, use the land bridge from northern Primordia to Sylvalum. Be careful though; it is filled with level 30 prine and qmoevas.

That's the hard part, however. The forfexes are under-leveled and are easily dispatched.

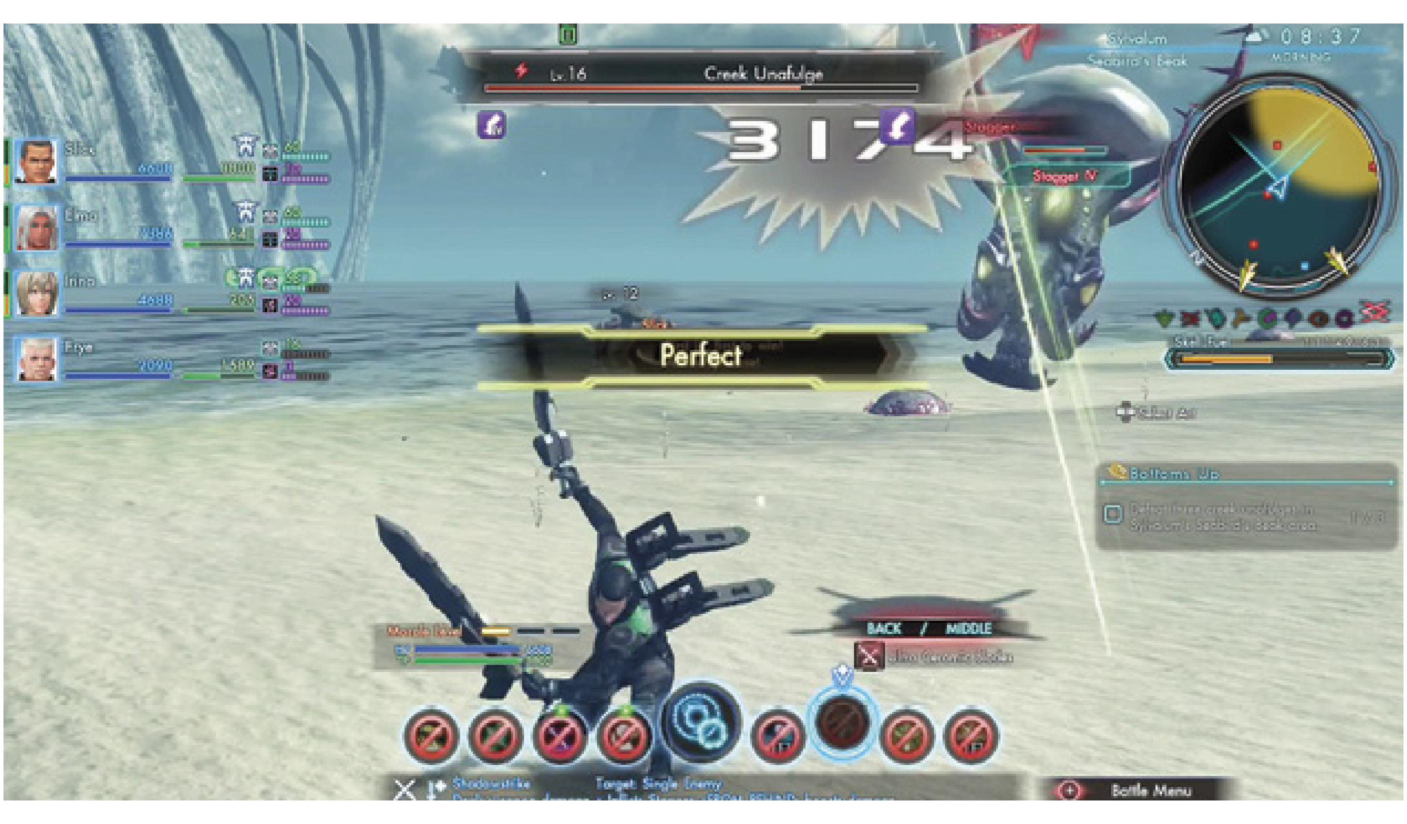




Sapphire Forfex
144
979
BACK / MIDDLE
Battle Menu

Objective 2

Defeat three creek unafulges in Sylvalum's Seabird's Beak region.

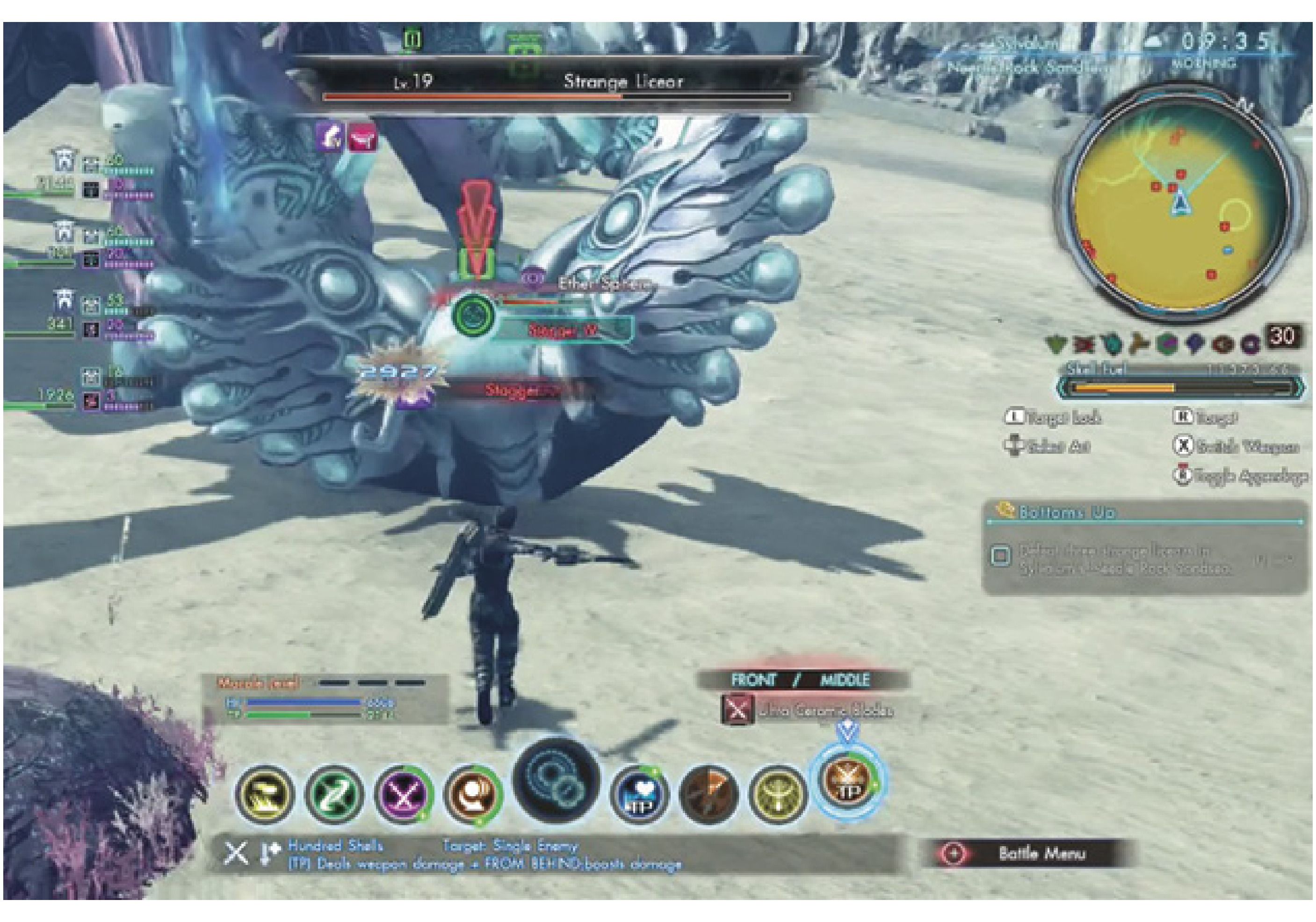


Lv.16
Creek Unafulge
3174
Perfect
Sylvalum
Seabird's Beak
08:37
BACK / MIDDLE
Bottoms Up
Battle Menu

These enemies are of a slightly higher level but are still easily taken care of.

Objective 3

Defeat three strange liceors in Sylvalum's Needle Rock Sandsea.

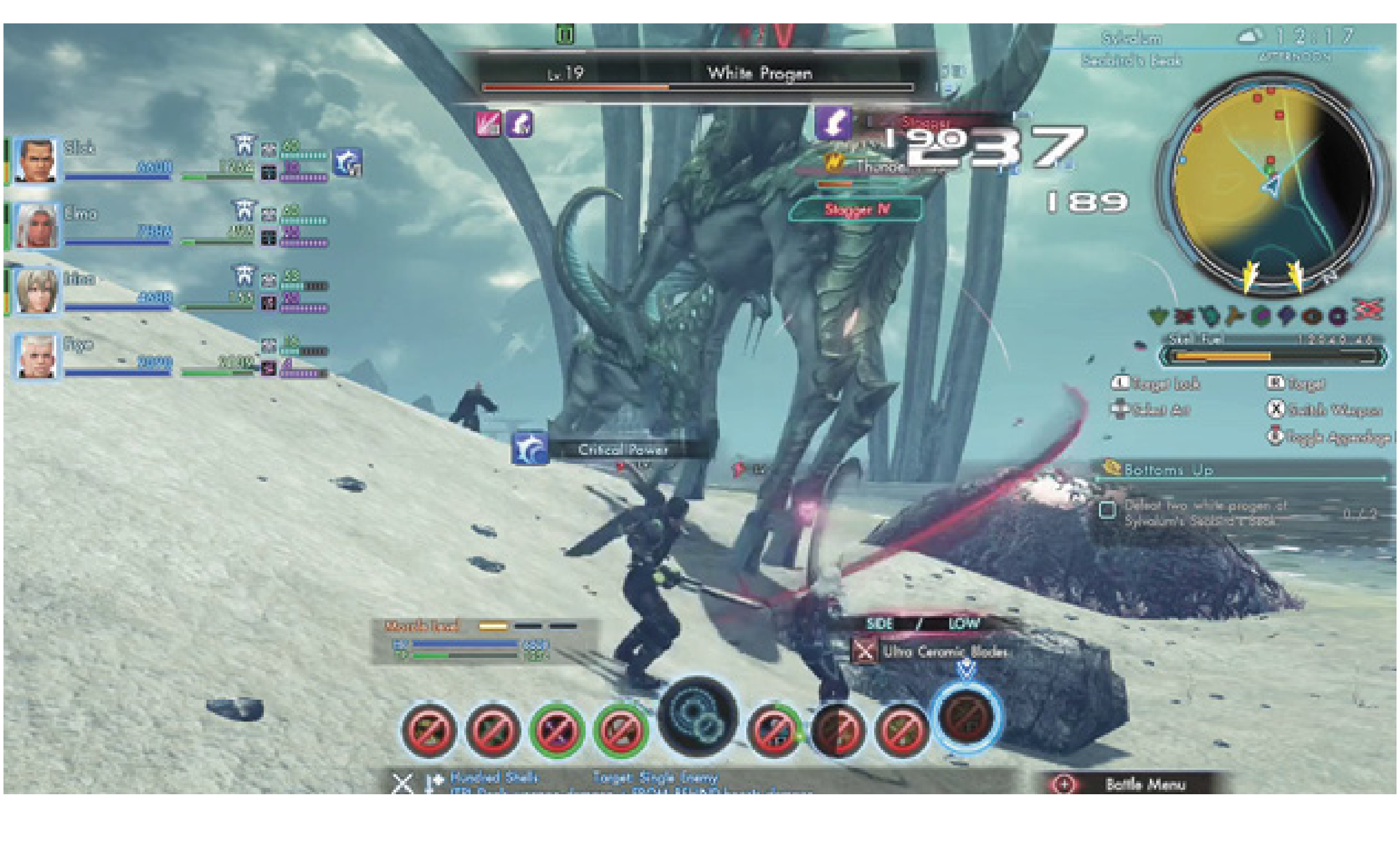


Lv.19
Strange Liceor
Ether Sphere
Stagger IV
2927
Sylvalum
09:35
FRONT / MIDDLE
Ultra Ceramic Blades
Bottoms Up
Hundred Shells
Target: Single Enemy
Battle Menu

Needle Rock Barrens is slightly north of Seabird's Bill, and your quarry is once again of a slightly higher level. Level up or upgrade your Arts/Skills to maintain parity. Watch out for larger, stronger indigens roaming around!

Objective 4

Defeat two white progen at Sylvalum's Seabird's Beak region.

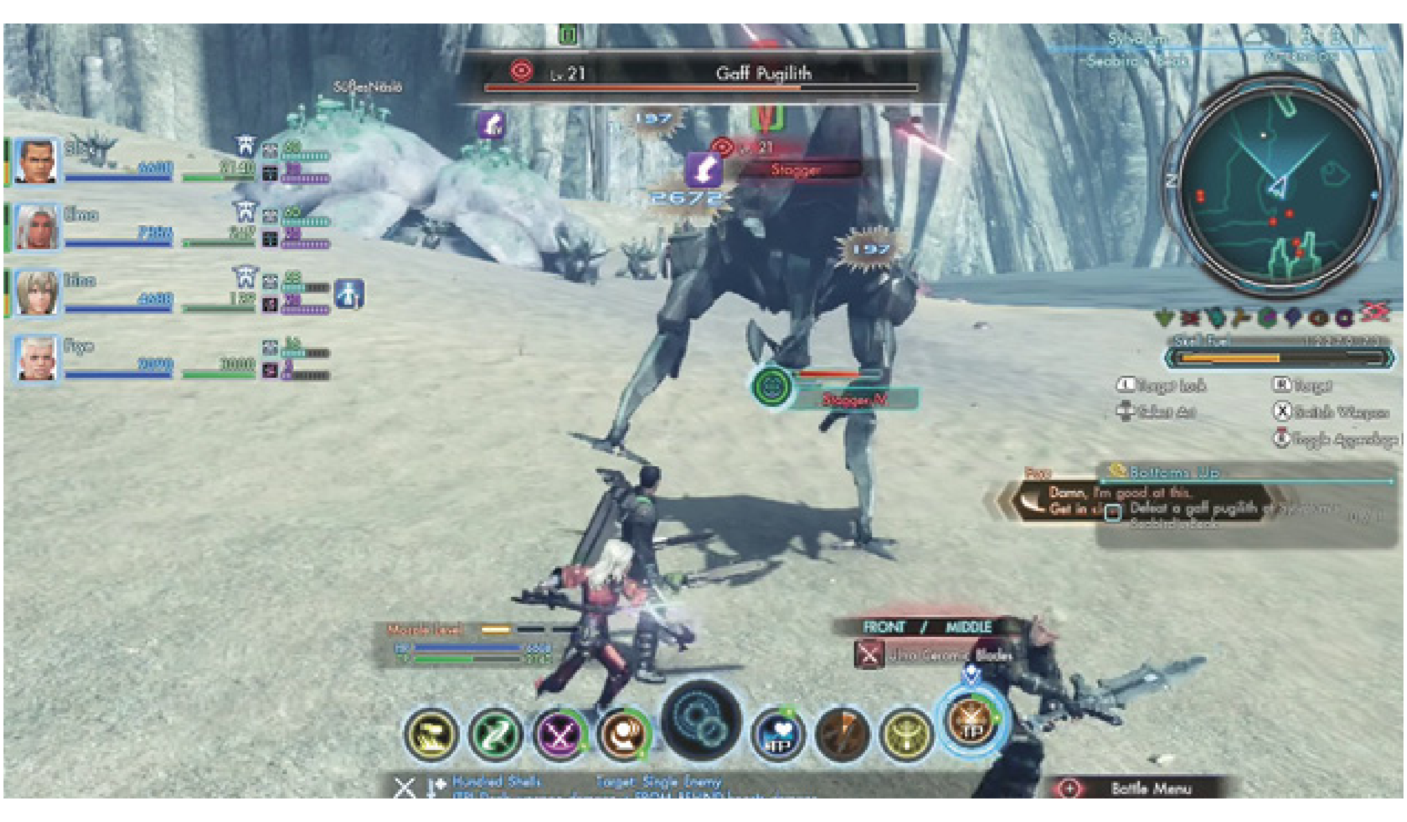


Lv.19
White Progen
2237
189
Stagger IV
Critical Power
SIDE / LOW
Ultra Ceramic Blades
Bottoms Up
Defeat two white progen at Sylvalum's Seabird's Beak
Battle Menu

The progen are roughly the same level as the liceors, but they're bigger. Flank them as necessary and chain your attacks. Topple if possible.

Objective 5

Defeat a gaff pugilith at Sylvalum's Seabird's Beak region.



Lv.21
Gaff Pugilith
197
2672
Stagger
FRONT / MIDDLE
Bottoms Up
Defeat a gaff pugilith
Battle Menu

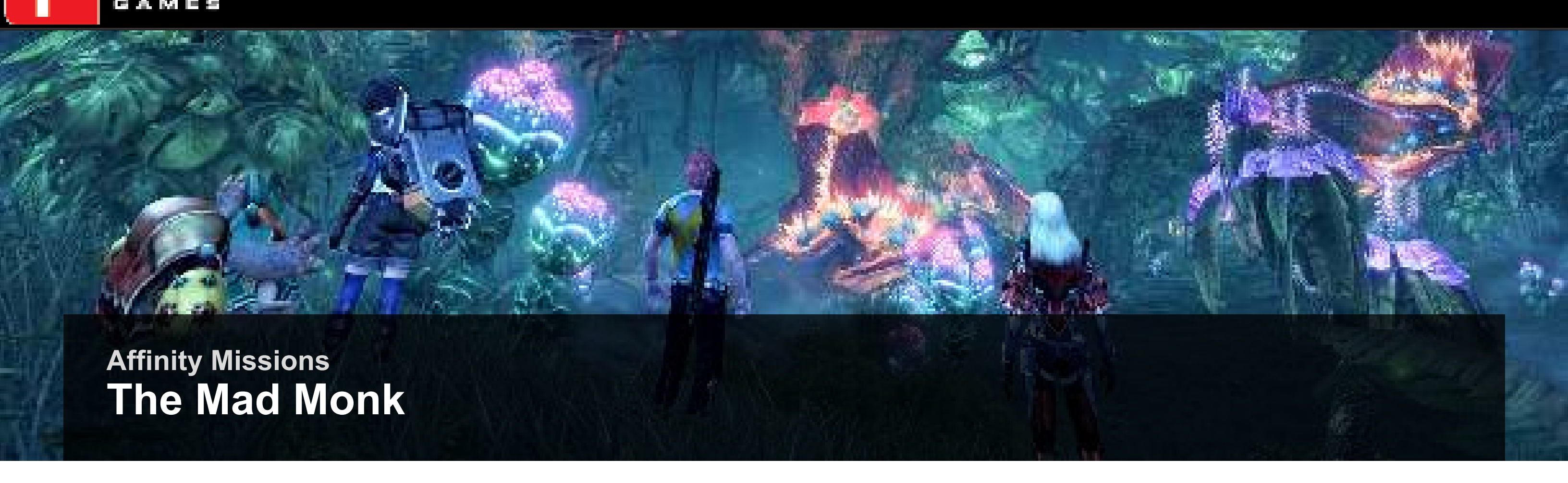
This is the last fight! The gaff pugilith level 21. Bring some anti-beam defenses and dogpile swiftly.

Q&A Time!

Frye
"Today was easy street. Didn't know I was in the company of a master!"
Answer
Query: Ask how useful you were.
Inquire: Ask Frye if he usually takes on such missions alone.

Q&A Time!

Frye
"I'd work with you again any day, no question."
Answer
Agree: Concur that you make a good team.
Invite: Say Frye should forget work and join you for a drink.



Affinity Missions

The Mad Monk

Mission Prerequisites

- **Level: 20**
- **Accept the "Backup Request" basic mission**

Mission Walkthrough

Your next mission companion is a Harrier with an unshakable will and a fiery heart. You'll have to prove that the flame that burns within you is just as intense as his!

Q&A Time!

Bozé
"Does your heart burn with a flame hot enough to forge a true BLADE?"
Answer
Assure: Squint your eyes and nod grimly.
Insist: Tell him he has no right to question your heart.

Q&A Time!

Bozé
"It's what some Eastern cultures used to call teachers and wise men back on Earth."
Answer
Press: Ask Bozé to tell you more about these Eastern cultures.
Move on: Ignore Bozé's prattle and direct him back to the mission.

New Affinity Mission: The Mad Monk

Search for the missing BLADEs with Bozé.

Objective 1

Head to Noctilum's vitriol cesspool.

Your path will take you over several hills until you reach a cave. Use the Follow Ball to ensure an efficient journey.

Q&A Time!

Bozé
"Come. Let us tarry with this degenerate beast no longer."
Answer
Follow: Ignore the wounded Ma-non and move on.
Demand: Insist that you stay and help the Jejaba.

To heal the Ma-non, you need to find muneria flowers. Consult the Collectibles section in the Data chapter for their whereabouts. Unlock 90% of the dialogue choices in the game, your choice here affects the story and character dialogue later on.

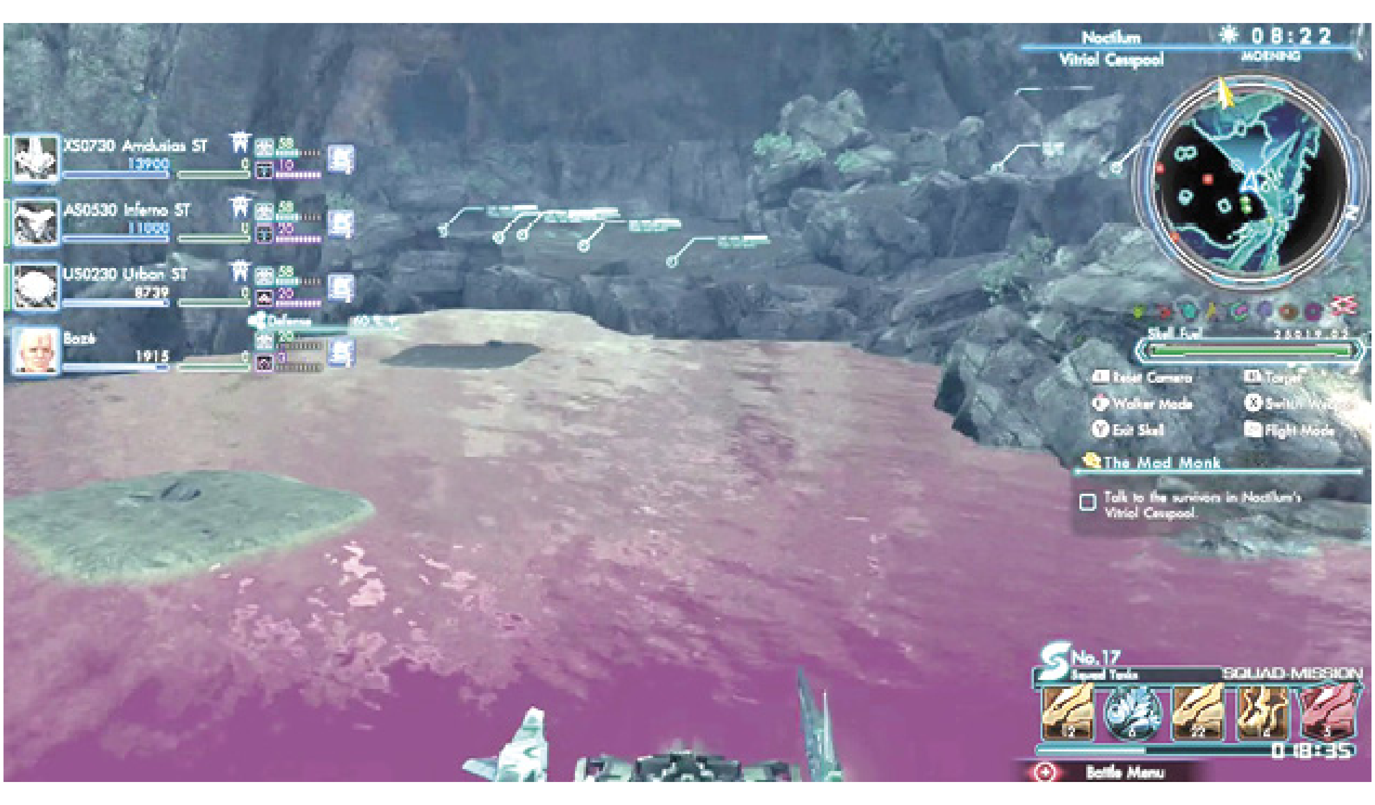
You might notice that Bozé appears to be[el]uneasy around xenoforms. However, making choices that are benevolent towards xenoforms in this and his other affinity missions may cause a shift in his attitude. Try helping the Ma-Non here, and see where it gets you later on!

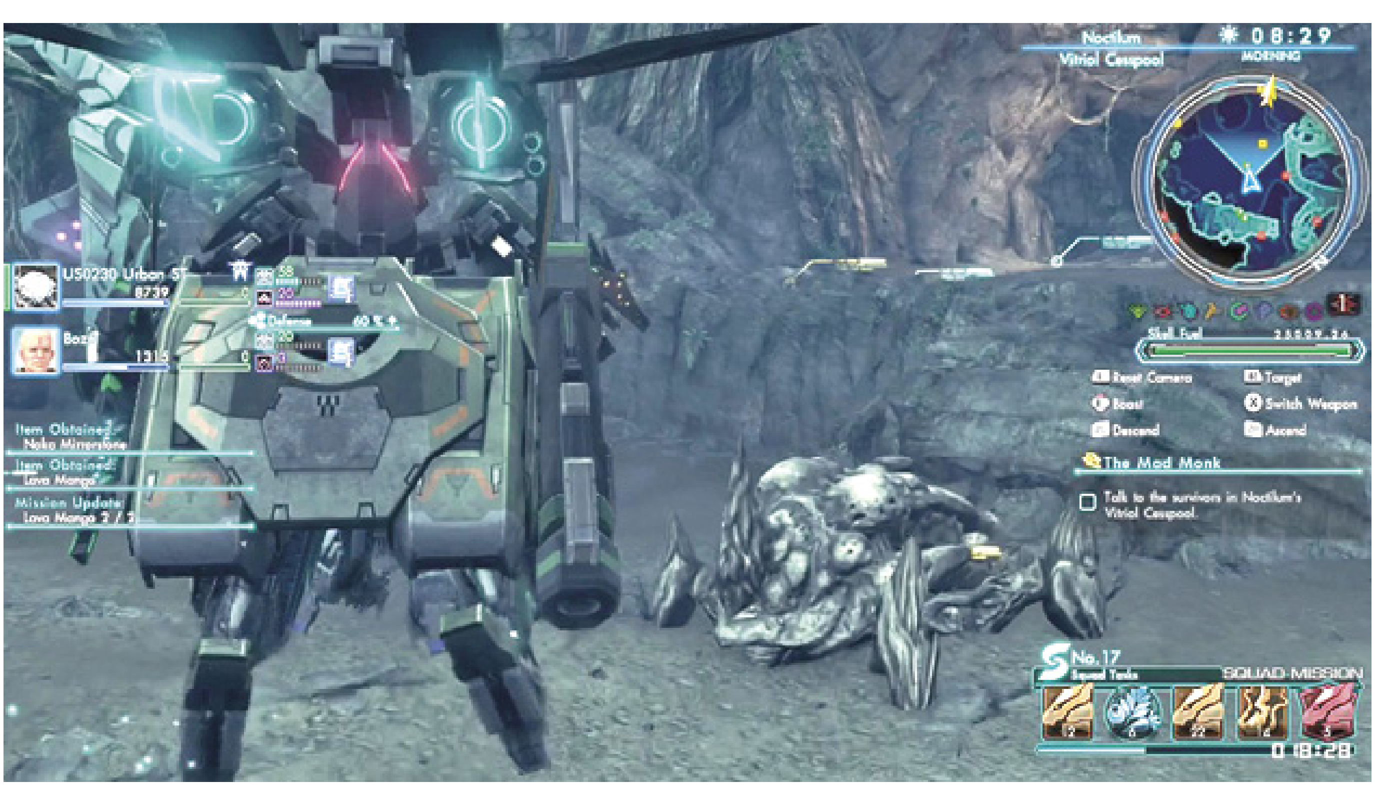
Objective 2

Talk to Jejebba in Noctilum's vitriol cesspool.

Objective 3

Talk to the survivors in Noctilum's vitriol cesspool.


Noctilum
Vitriol Cesspool
08:22
MORNING
XS0730 Andusias ST
AS0530 Inferno ST
US0230 Urban ST
Bozé
The Mad Monk
Talk to the survivors in Noctilum's Vitriol Cesspool.


Item Obtained: Noko Mirrorstone
Item Obtained: Lava Mango
Mission Update: Lava Mango 2 / 2
The Mad Monk
Talk to the survivors in Noctilum's Vitriol Cesspool.
No. 17
SQUAD MISSION

Head farther into the cavern, minding the poison waters—get out of them as soon as you can so you can heal any damage they do.

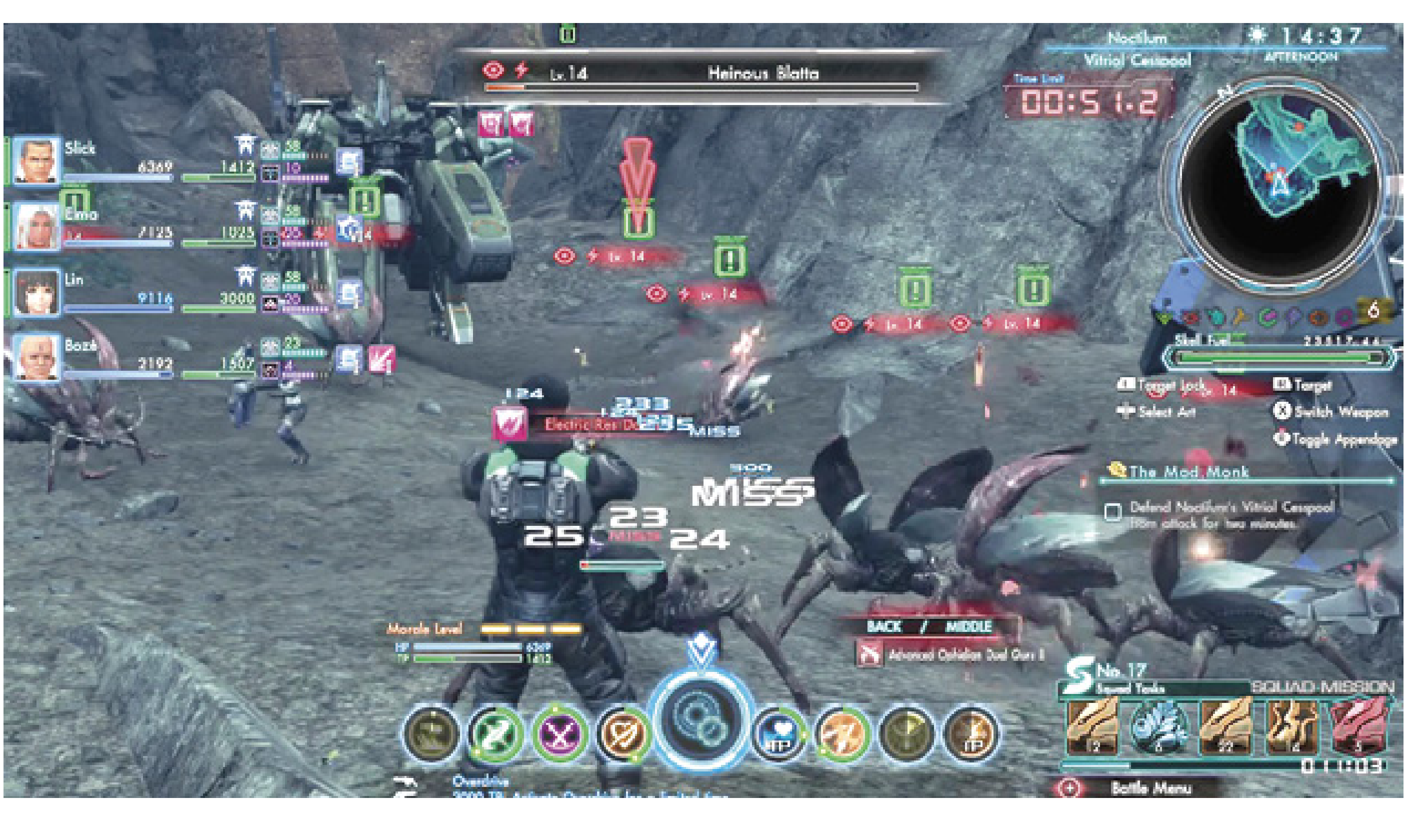
There are also indigens who can be up to twice your party's level lurking around—and some will attack on sight! Move past their point of view. Eventually you'll find a BLADE survivor: Reggie.

Q&A Time!

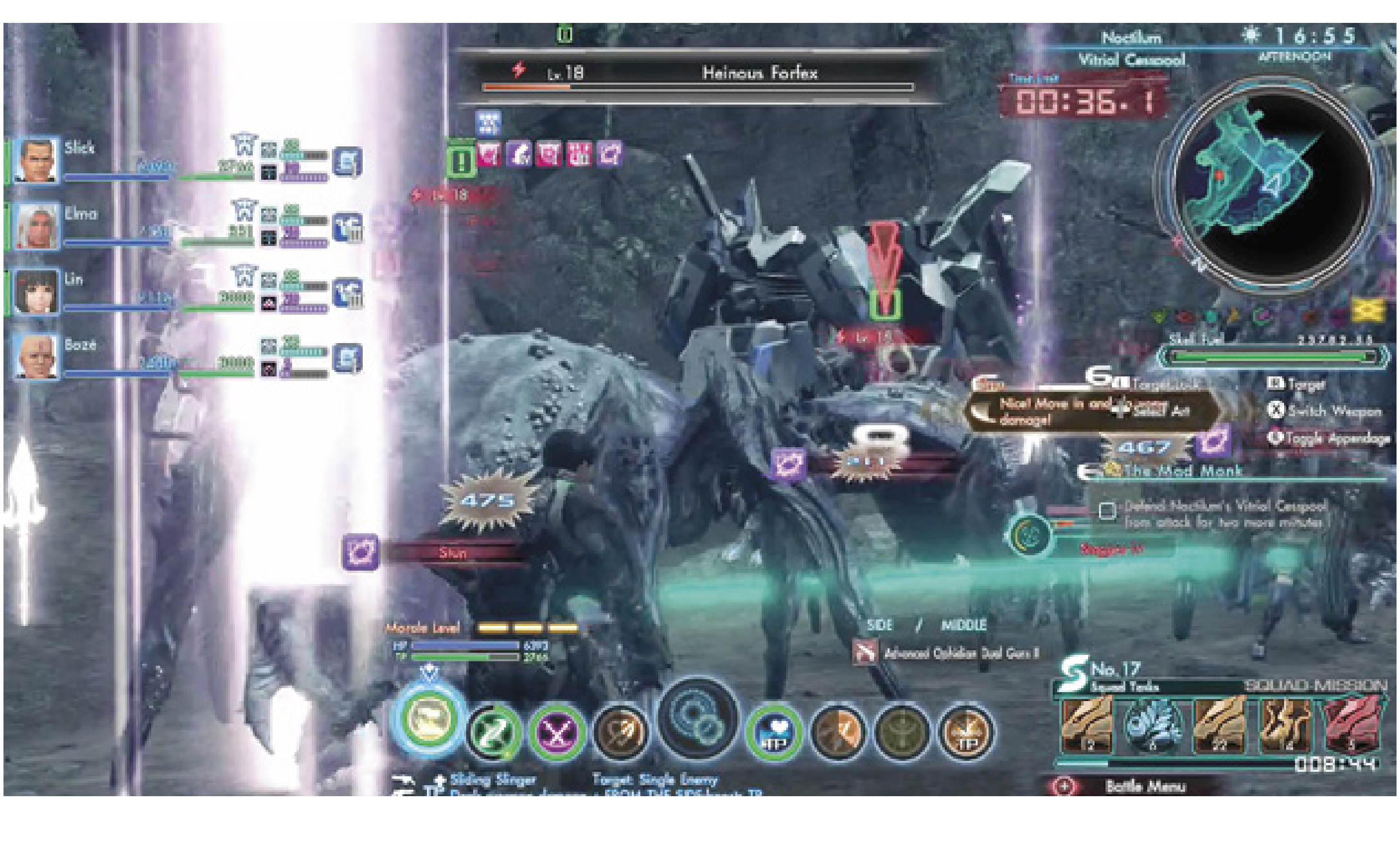
Reggie
"Huh? Are you… Did you come here to save me?"
Answer
Assure: Tell him it's all going to be okay.
Insist: Demand a status report on the double.

Objective 4

Defend the vitriol cesspool from attack for two minutes.


Heinous Blatta
Noctilum
Vitriol Cesspool
14:37
AFTERNOON
00:51.2
Slick
Elma
Lin
Bozé
MISS
The Mad Monk
Defend Noctilum's Vitriol Cesspool from attack for two minutes.
Battle Menu

You'll first be set upon by infinitely spawning blattas, whose levels are in the low teens. While not powerful, they can hurt in numbers if you let them get a stray shot in. Protect your lower-level party members as you pummel them. You have to survive for two minutes. Area-of-effect Arts work rather well here.


Heinous Forfex
Noctilum
Vitriol Cesspool
16:55
AFTERNOON
00:36.1
Slick
Elma
Lin
Bozé
475
Stun
467
The Mad Monk
Defend Noctilum's Vitriol Cesspool from attack for two more minutes.
Battle Menu

Once the blattas are done, forfexes are next. They'll still be below your party's level, but strength is still in numbers and these guys hit harder! Continue using standard tactics, but consider concentrating fire on single targets for this one. After two more minutes of this, you're done!

Objective 5

Talk to Reggie in Noctilum's vitriol cesspool.

Q&A Time!

Bozé
"Wouldn't you agree?"
Answer
Scoff: Say that a coward like Reggie endangers everyone.
Encourage: Tell Reggie that he will regret quitting for the rest of his days.

Q&A Time!

Bozé
"You can carry this weight, son!"
Answer
Intercede: Prevent Bozé from hitting Reggie.
Watch: Look on as Bozé reprimands Reggie.

Q&A Time!

Bozé
"Still, he's got a heart like a gong, that one. Strike it firm, and it rings true."
Answer
Stare: Admit that you do not understand Bozé at all.
Admire: Claim that Bozé's lesson was quite informative.

Objective 6

Talk to Eleonora in the BLADE Concourse.

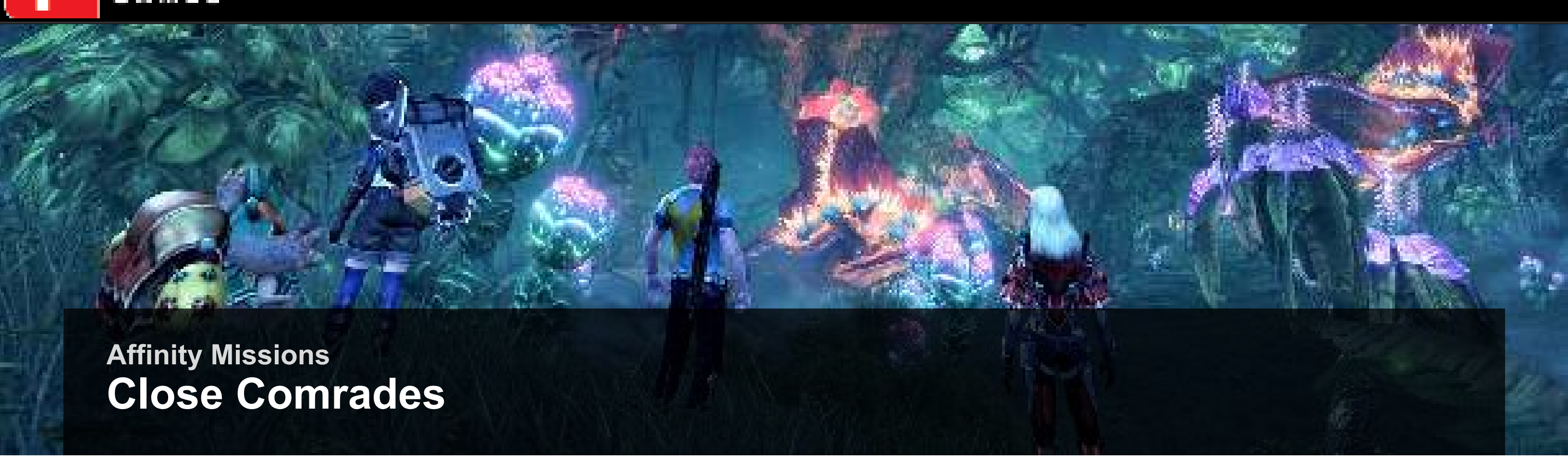
Q&A Time!

Eleonora
"They usually get a little overwhelmed from all the lectures."
Answer
Downplay: Claim that you have learned much from Bozé.
Brag: Assure Eleonora that you are not like other BLADEs.

Q&A Time!

Bozé
"I can make you one of the true BLADE elites!… Well? What say you?"
Answer
Accept: Offer yourself to Bozé as his pupil.
Decline: Turn Bozé down in no uncertain terms.

» NEW PARTY MEMBER: BOZÉ LOWES



Affinity Missions

Close Comrades

Mission Prerequisites

- **Level: 20**
- **Complete Chapter 4.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Doug and Lao.**

Mission Walkthrough

Doug has a problem: He can't find Lao, who was supposed to be his partner on a mission. However, Team Elma can help out. Three suspicious coordinates in Noctilum need investigation. This affinity mission is a requirement for Chapter 7.

New Affinity Mission: Close Comrades

You took on a Pathfinder task with Doug in place of Lao. Head to Noctilum and investigate.

Objective 1

Achieve all objectives:

- **Collect data at Noctilum's Decapotamon.**
- **Collect data at Noctilum's Decapotamon.**
- **Collect data at Noctilum's Decapotamon.**

Q&A Time!

Doug

"HQ's offering a reward, of course. Either way, drinks are on me once you're done."

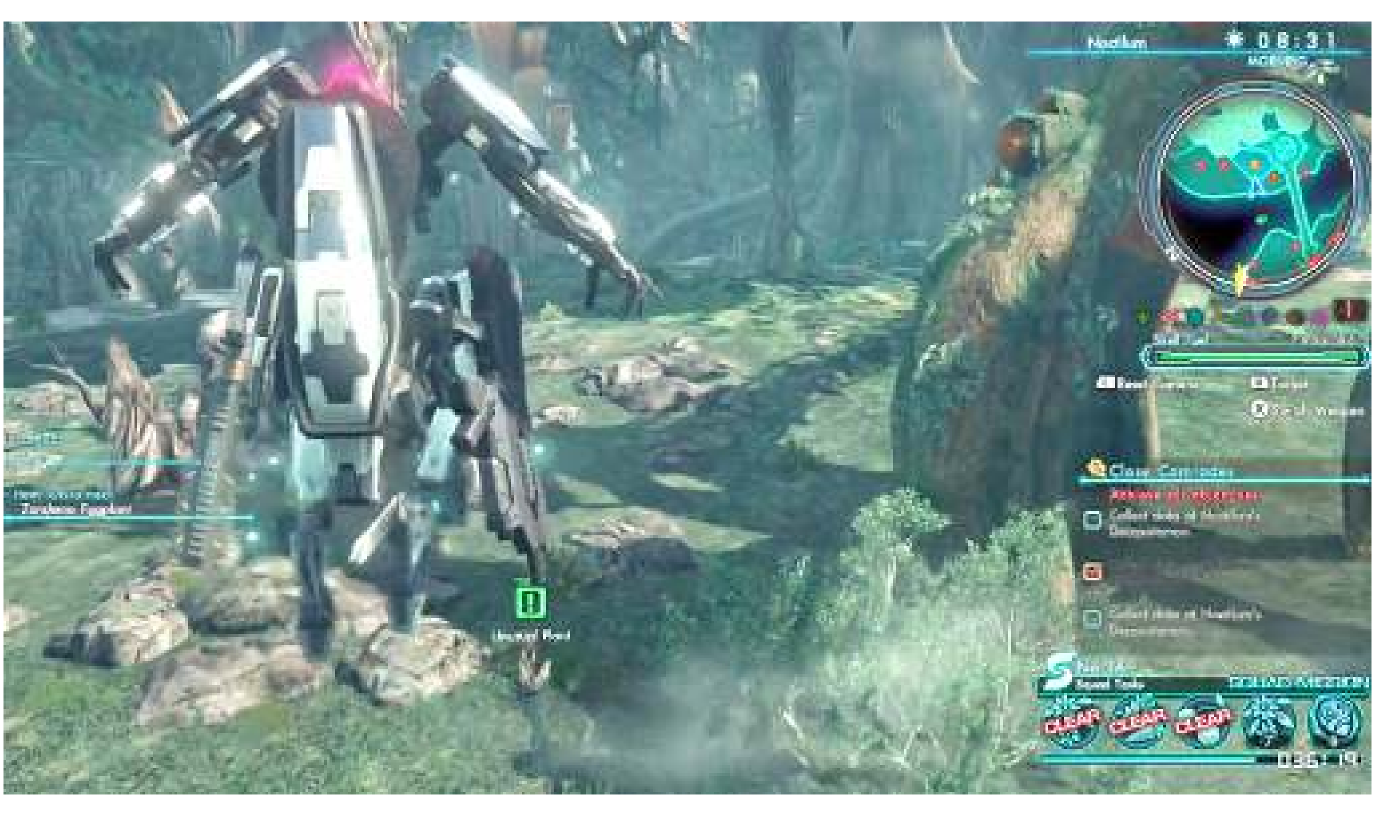
Answer

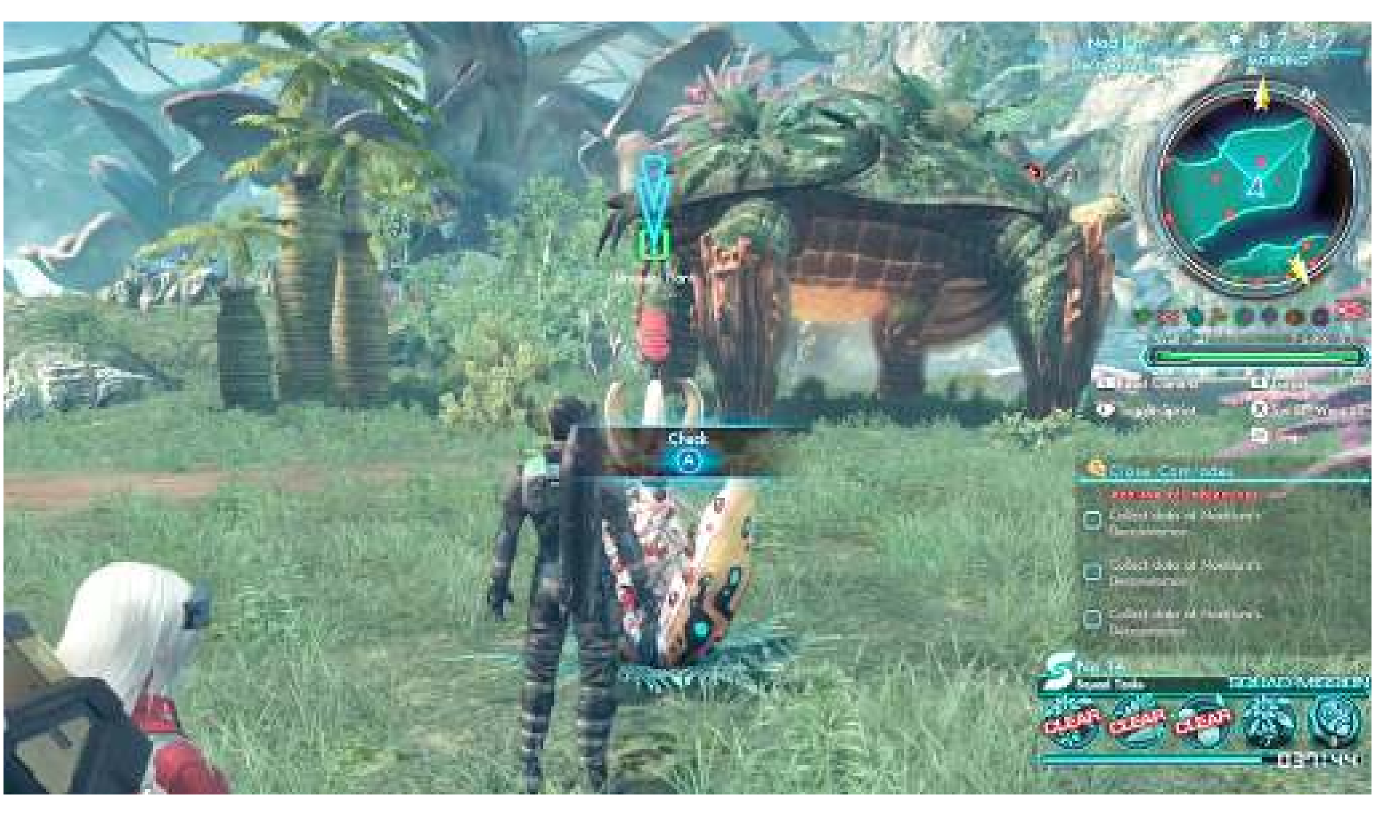
Grin: Tell him he'd better know a good place.

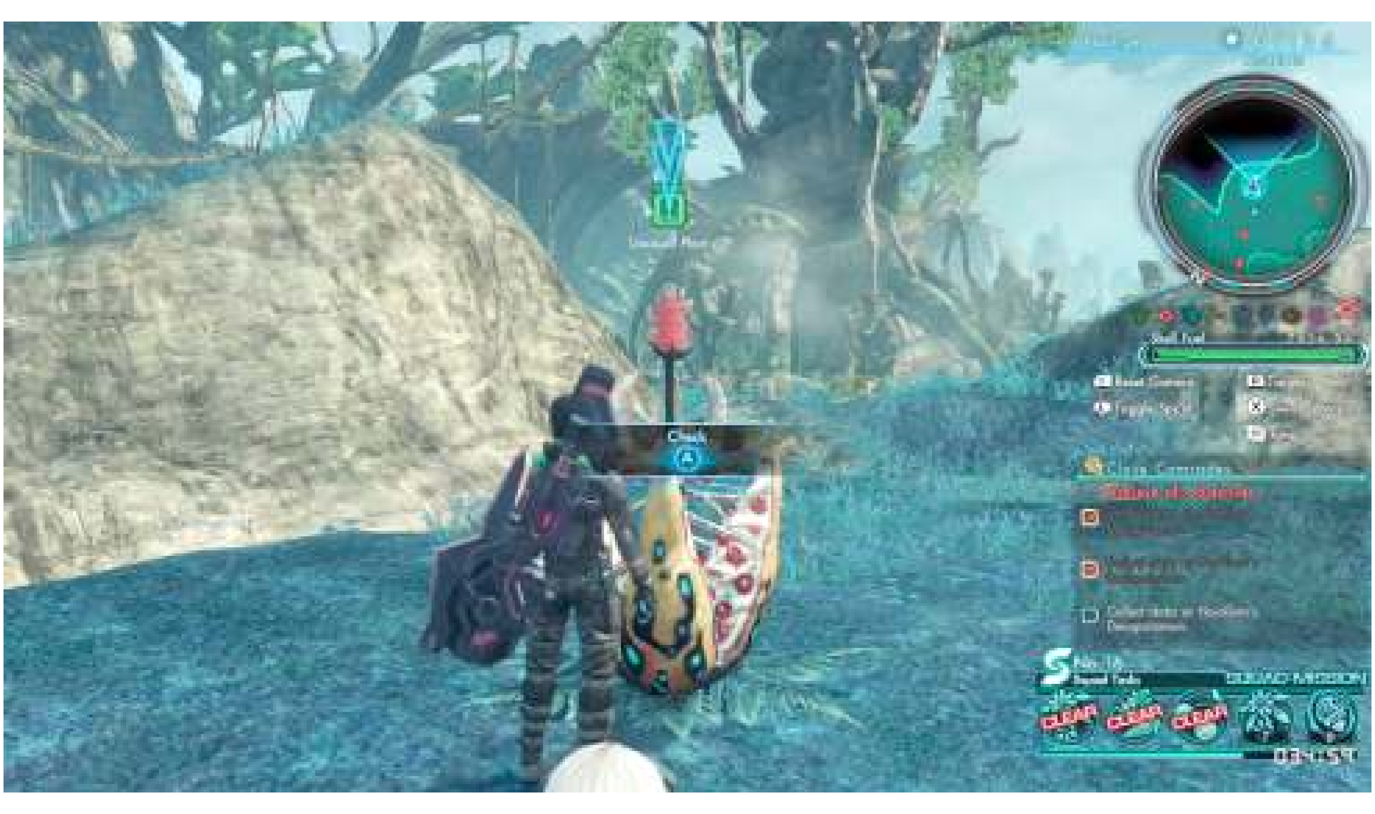
Frown: Tell Doug you'd really prefer cash.

Use the mini-map and Follow Ball to lead you to three mysterious flowers, which act as data.

Once you investigate all the sites, you find out that Doug is in battle, but he's holding, and the mission comes first.

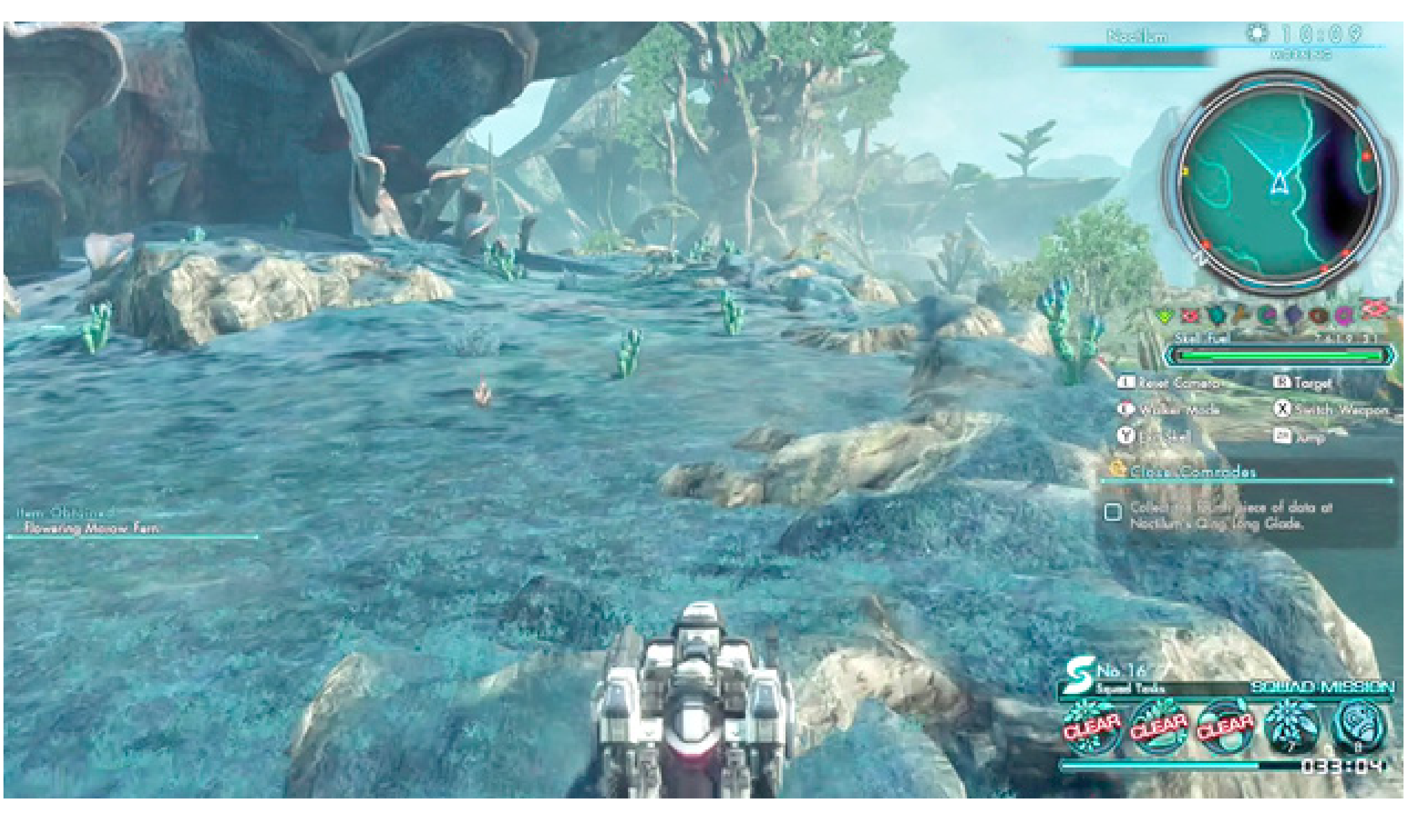






Objective 2

Collect the fourth piece of data at Noctilum's Qing Long Glade.



The last signal is in Qing Long Glade, and it looks like all of these flowers are drawing indigens! Defend yourselves!

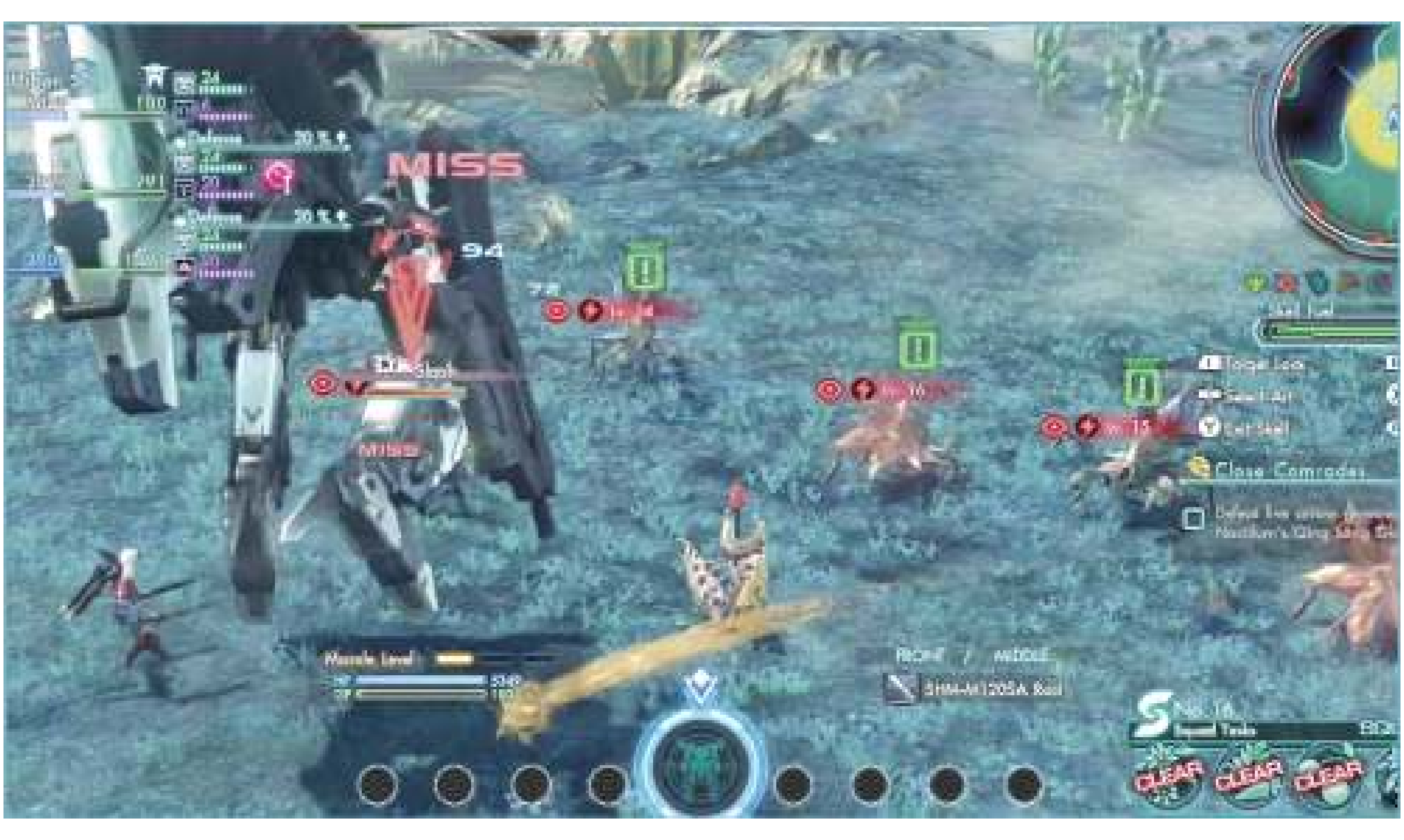
Objective 3

Defeat five arrow germivores in Noctilum's Qing Long Glade.

Arrow Germivore x5

Lv. 14-16: Enemy

Start with the lower-level germivores, then move to the highest. Have your team concentrate their fire until all are destroyed.



Beat the small fry, and then the big boss joins the fray, backed up by even more germivores! Doug runs in and helps out, making the fight four-on-five.

Objective 4

Achieve all objectives:

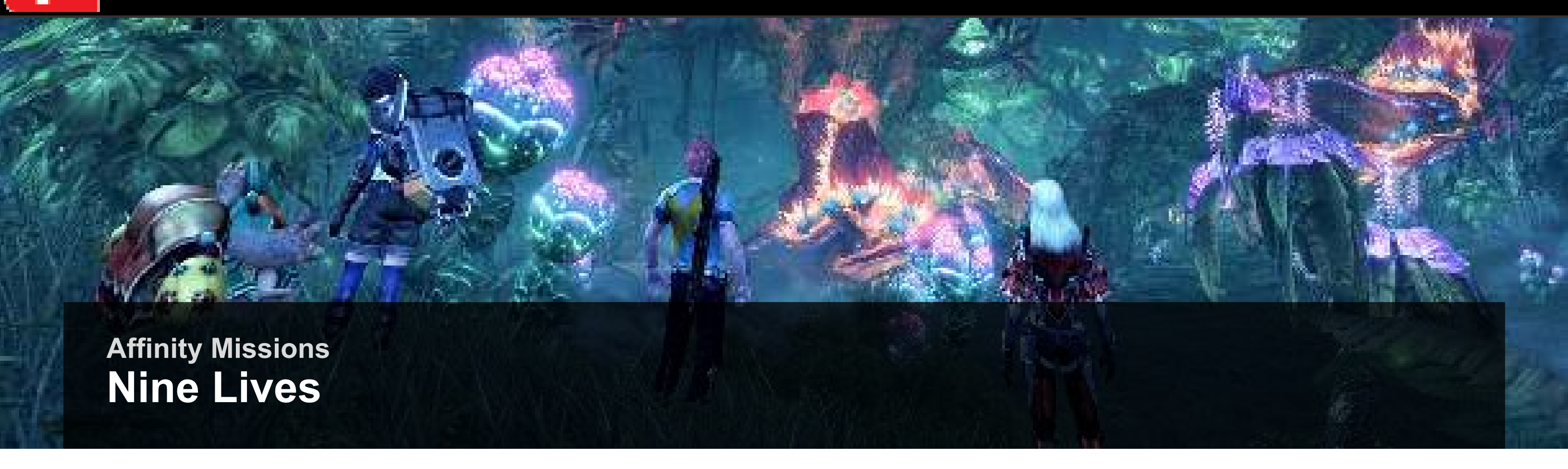
- **Defeat five arrow germivores in Noctilum's Qing Long Glade.**
- **Defeat the arrow cinicula in Noctilum's Qing Long Glade.**

Arrow Cinicula

Lv. 18: Boss

Get the germivores out the way absolutely as fast as possible, in the same manner as the previous fight—you don't want them screwing up your big hits on the cinicula. Bust out your area-of-effect attacks, as the germivores like to bunch up.

Once you've taken care of them, attack the cinicula from anywhere but the front. Go for its legs and Topple whenever possible. The cinicula is very slow but it packs a wallop. This can be a long fight even if you're several levels above the cinicula, but consistency in your tactics will lead to victory.



Affinity Missions

Nine Lives

Mission Prerequisites

- **Level: 20**
- **Complete Chapter 5.**
- **Required Members: Elma, Lin, and Gwin.**

Mission Walkthrough

Mathias, one of Gwin's Mediator friends, is in a jam—so much so that he has trouble telling you just what it is. This affinity mission is a requirement for Chapter 11.

Q&A Time!

Mathias
"Er, yeah, it's actually more of a work thing, so…"
Answer
Leave: Walk away without forcing Mathias to talk about it.
Interrogate: Press Mathias to tell you his problem.

Q&A Time!

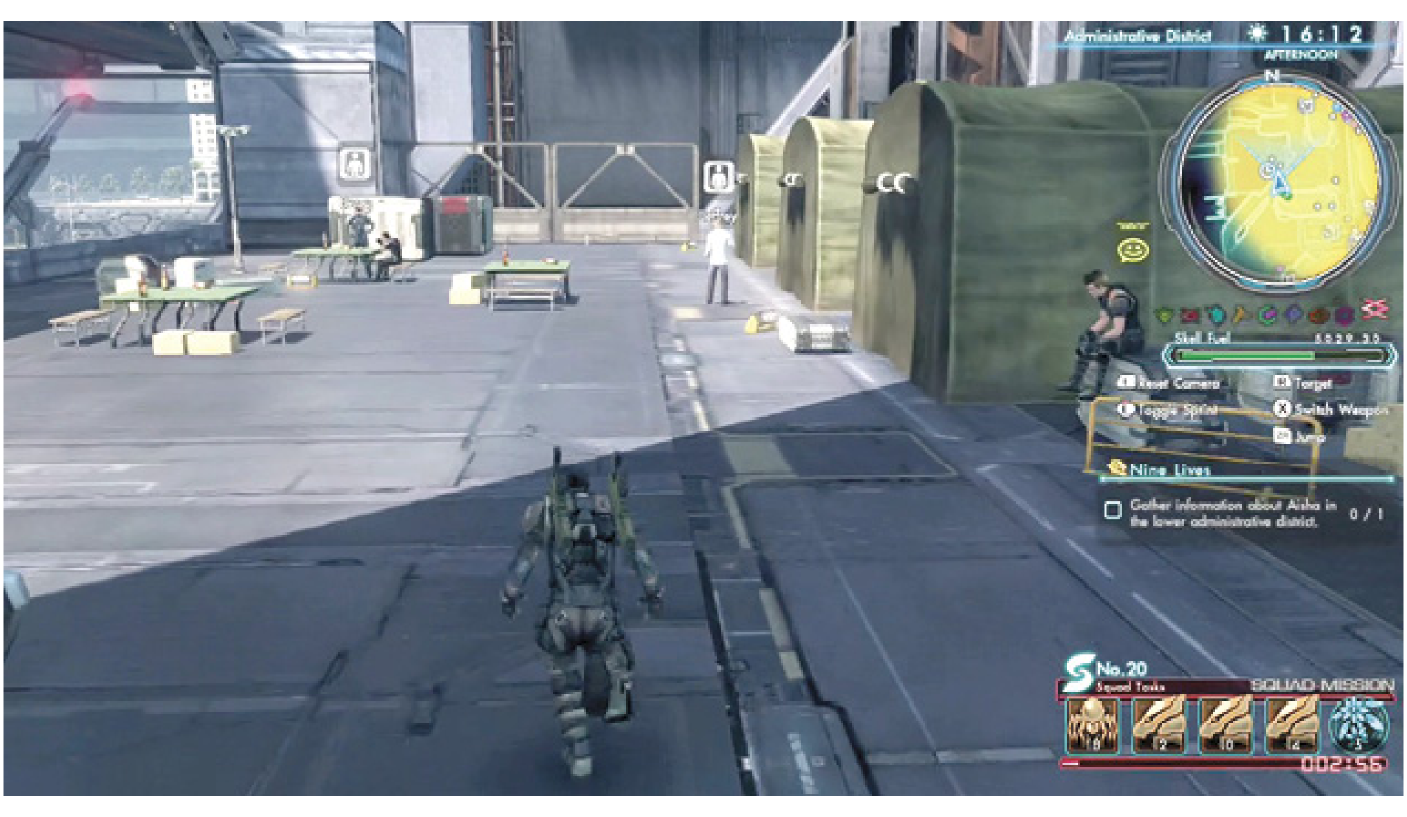
Mathias
"Yeah, well, it's not like I'm shooting indigens in the face like you guys—"
Answer
Scold: Tell Mathias he should be proud of what he does.
Lecture: Insist that Mathias's work is quite valuable.

New Heart-to-Heart Mission: Nine Lives

Help Gwin's subordinate, Mathias, with his work.

Objective 1

Gather information about Aisha in the lower Administrative District.



☐ Gather information about Aisha in the lower administrative district. 0 / 1

The informant you're looking for is in the hangar, close to where Doug hangs out.

Objective 2

Meet Mathias at the Integrated Production Plant in the Industrial District.

Objective 3

Follow Mathias to Primordia's Cliffside Beach.

Objective 4

Defeat a shallows grex at Primordia's Cliffside Beach.

Shallows Grex

Lv. 20: Boss

A single grex, even medium-sized and at level 20, should be a small matter for your party at your current level. Use whatever attacks you wish to.

124
124
Nine Lives
SIDE / MIDDLE

Objective 5

Gather three units of Kiran catnip in Primordia.

Refer to the Collectibles section of the Data chapter for places where the catnip can be found.

Objective 6

Give the Kiran catnip to Mathias at Primordia's Cliffside Beach.

Objective 7

Defeat the greedy forfex at Primordia's Cliffside Beach.

Greedy Forfex

Lv. 21: Enemy

The forfex is roughly the same size as the grex and one level higher. Use the same tactics as before: Hit hard and fast.

Ether Bubble
Nine Lives
BACK / MIDDLE

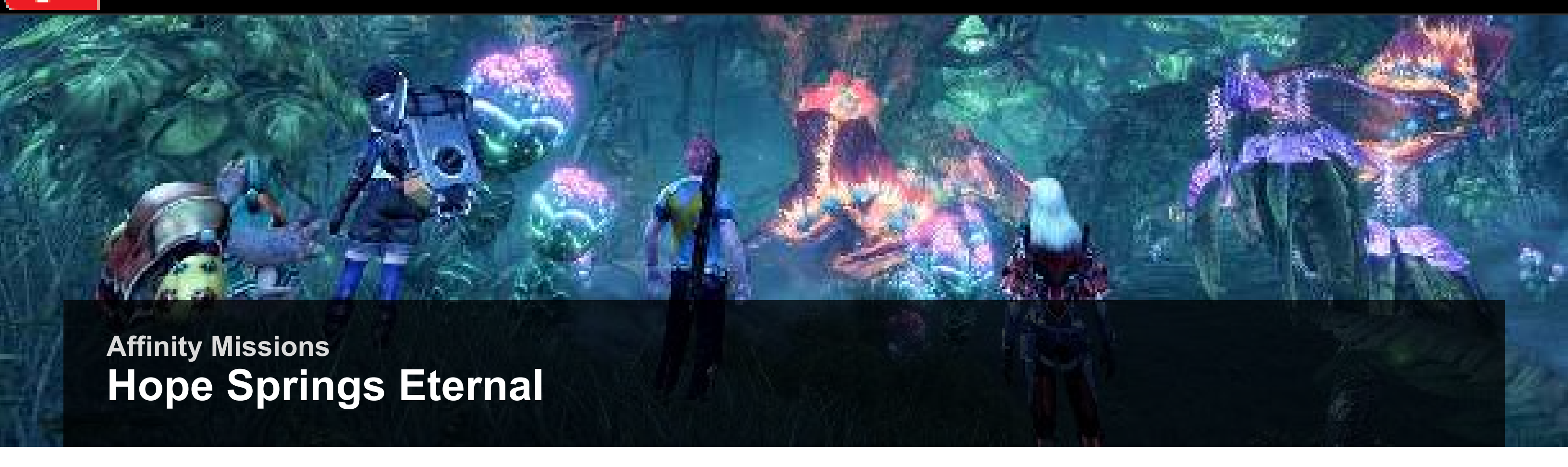
Objective 8

Head to the Administrative District and check in on Mathias and Aisha.

Q&A Time!

Elma
"I look forward to the day I can run around in my real body again. It's been so long."
Answer
Agree: Smile and nod.
Worry: Wonder aloud if that day will ever come.

Art Learned: Ultraslash (Longsword)



Affinity Missions

Hope Springs Eternal

Mission Prerequisites

- **Level: 21**
- **Accept the "Marry Me!" basic mission from the Mission Board.**
- **Complete Chapter 3.**

Tatsu's Tips: Two for One

You'll actually complete the "Marry Me!" mission during the course of this affinity mission!

Mission Walkthrough

You're now placed alongside Hope Alanzi, one of New LA's best and most respected Mediators. However, a Nopon named Lularita comes to Hope asking for help with a combat matter, which Mediators aren't very equipped for. This puts Hope in a bind. Help her jump into the fray!

Q&A Time!

Hope

"I apologize for the wait. Now then, how can I help you today?"

Answer

Query: Ask Hope what she does, exactly.

Confess: Tell Hope you are struggling to find 10 natural pearls.

Q&A Time!

Hope

"Er, what about you? Do know anything about this?"

Answer

Suggest: Say that the world must be made safe before thinking about bringing children into it.

Lecture: Say that bringing children into a world like this is selfish and wrong.

Q&A Time!

Hope

"I'm so, so sorry, but this is something I just can't handle alone…"

Answer

Assist: Offer to assist Hope with the problem.

Watch: Wait and see what happens.

Bide Your Time

While it is possible to start this mission as early as Chapter 4, it's not recommended. This mission requires that you travel to Cauldros, so it's best to wait until you have a Skell, have already been to Cauldros, or are a higher level.

New Heart-to-Heart Mission: Hope Springs Eternal

Head to Cauldros with Hope and save the Nopon caravan there.

Objective 1

Talk to Lularita at Cauldros's Drongo Caravan.

Q&A Time!

Lularita

"Pollen orbs stolen! Lularita injured! This is worst day ever!"

Answer

Worry: Ask Lularita if she is all right.

Dismiss: Tell Lularita that she looks fine.

Q&A Time!

Lularita

"Whatever they are, I'm sure you can handle them. Right?"

Answer

Agree: Tell Hope that you have everything under control.

Disagree: Tell Hope that she needs to pull her weight on this mission.

Objective 2

Defeat five mold caro at the Scholes Battlegrounds.

Mold Caro
40
Hope: Springs Eternal
Battle Menu

The mold caro are actually laughably easy, with levels in the teens. You should have no problem dispatching them, but watch out for the much higher level indigens and mechs in the vicinity.

Objective 3

Talk to Lularita at Cauldros's Drongo Caravan.

Q&A Time!

Lularita

"Five stars for you! Would use again!"

Answer

Grumble: Say that you deserve at least some thanks, if not payment.

Accept: Tell Lularita you're happy to help anytime.

Objective 4

Report to Ornella in the Residential District.

Q&A Time!

Ornella

"Anyway some regulars dropped off a thank-you gift, so you might as well take it."

Answer

Accept: Tell Ornella that it is very kind of her.

Decline: Tell Ornella that you can't accept it.

Q&A Time!

Ornella

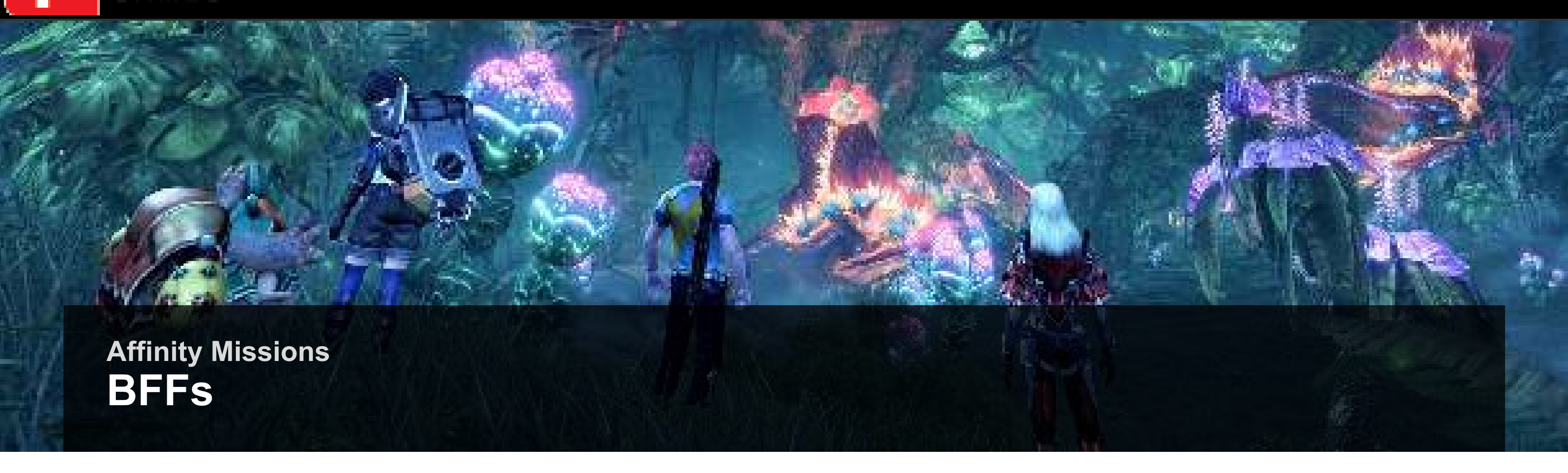
"Anyway, maybe consider it? You seem to be a good influence on her."

Answer

Accept: Say that you'd love to have Hope help out now and then.

Query: Ask Hope what will happen with all the people coming to see her.

» NEW PARTY MEMBER:
HOPE ALANZI



Affinity Missions

BFFs

Mission Prerequisites

- **Level: 22.**
- **Complete Chapter 5.**
- **Complete "The Ties That Bind" Mission.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

It's Vandham time, and he's got a mission for…Tatsu? It's time for the little guy's ambassador powers to come into play. BLADE wants Tatsu to forge an alliance treaty with the Nopon race.

Q&A Time!

Vandham
"The Nopon could make a crucial strategic ally."
Answer
Assume: Say it's because they're a powerful economic force.
Guess: Say it's because they're SOOOO cute!

New Heart-to-Heart Mission: BFFs

Convince the Nopon to sign a friendship treaty that welcomes them to New LA.

Objective 1

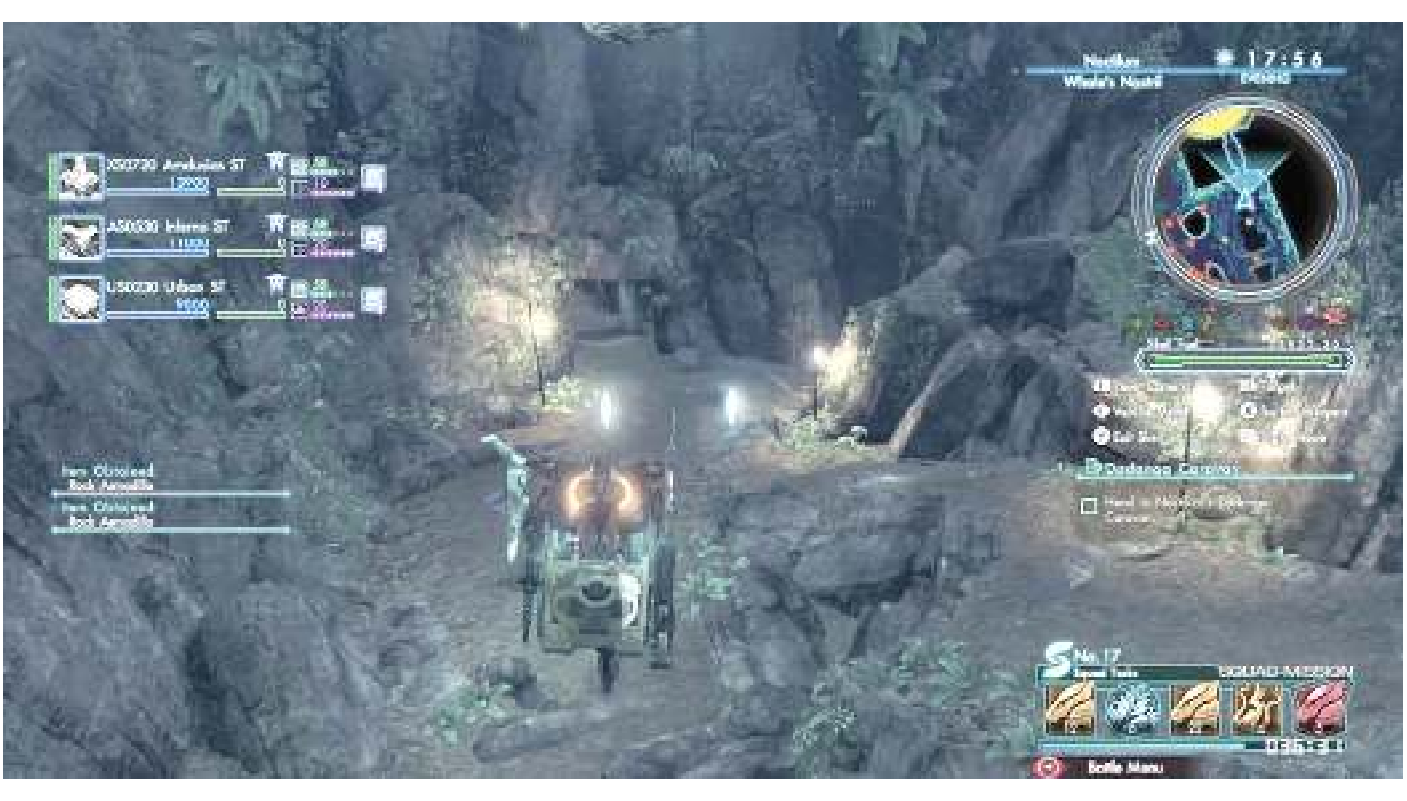
Complete both objectives:

- **Dodonga Caravan: Get the Dodonga Caravan elder to sign the Nopon friendship treaty.**
- **Dorian Caravan: Get the Dorian Caravan elder to sign the Nopon friendship treaty.**

We'll cover each mission in order.

DODONGA MISSION OBJECTIVE

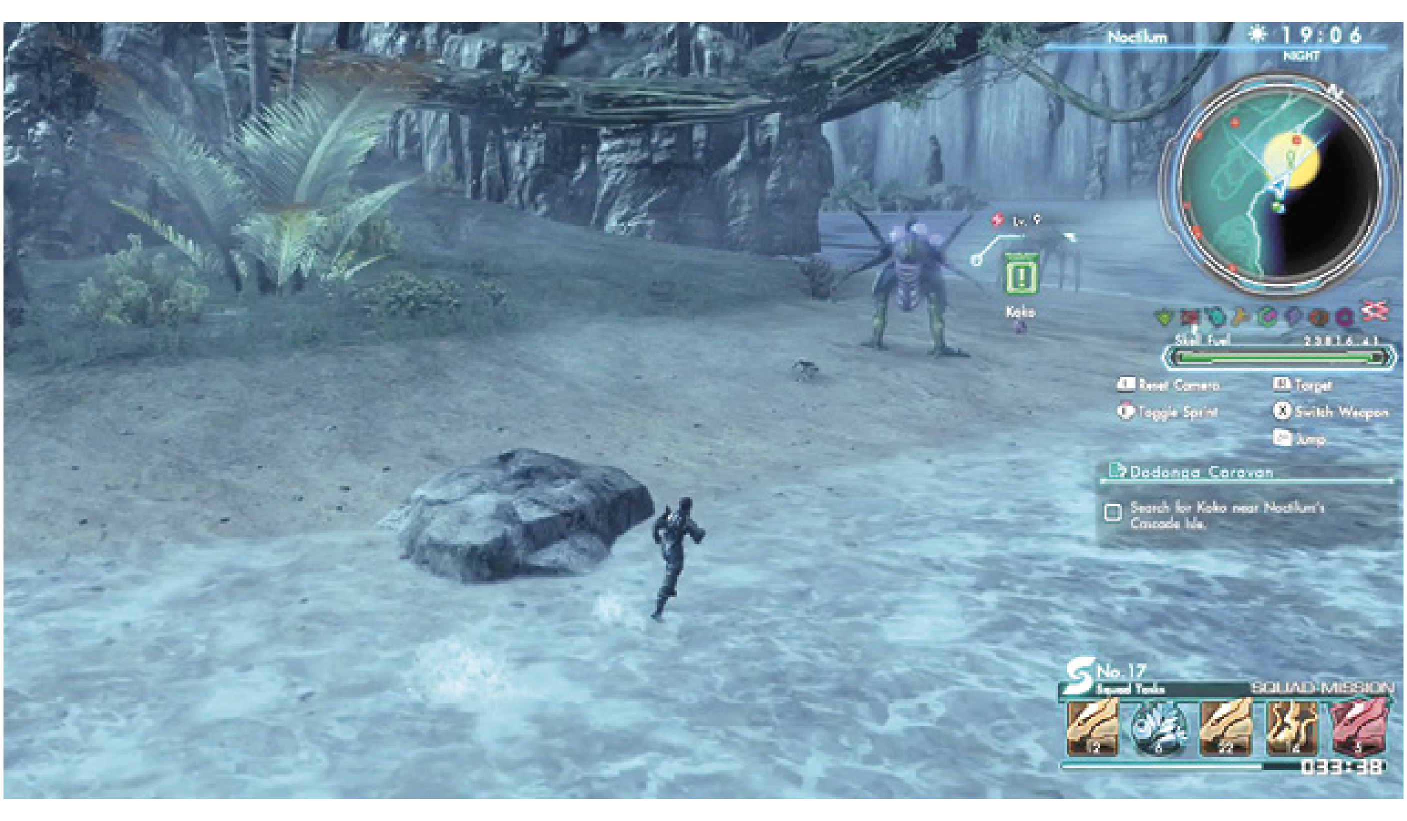
① Head to Noctilum's Dodonga Caravan.


Noctilum
Whale's Nostril
17:56
Dodonga Caravan
No. 17
SQUAD MISSION
Battle Menu

The Dodonga Caravan is in the Whale's Nostril cave; use the Follow Ball to get there easily.

DODONGA MISSION OBJECTIVE

② Search for Koko near Noctilum's Cascade Isle.

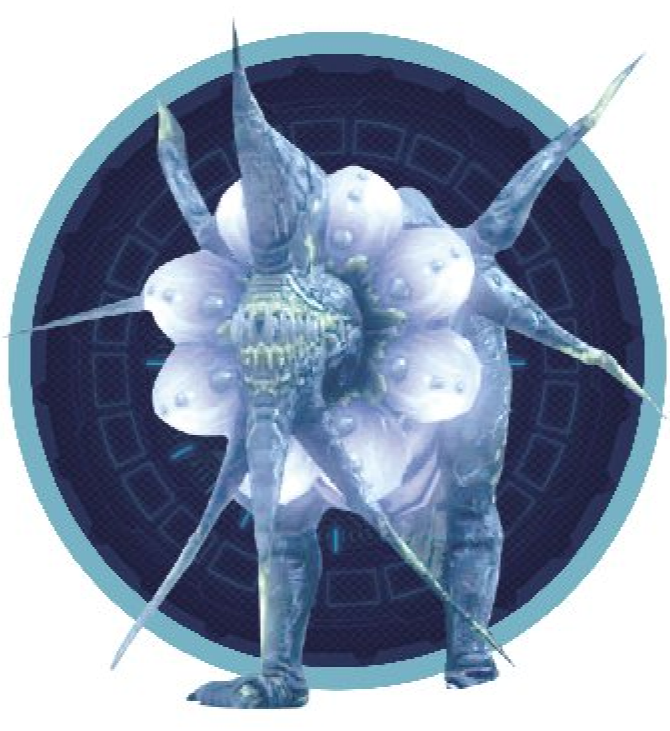

Noctilum
19:06
NIGHT
Koko
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Dodonga Caravan
Search for Koko near Noctilum's Cascade Isle.
No. 17
SQUAD MISSION
033:38

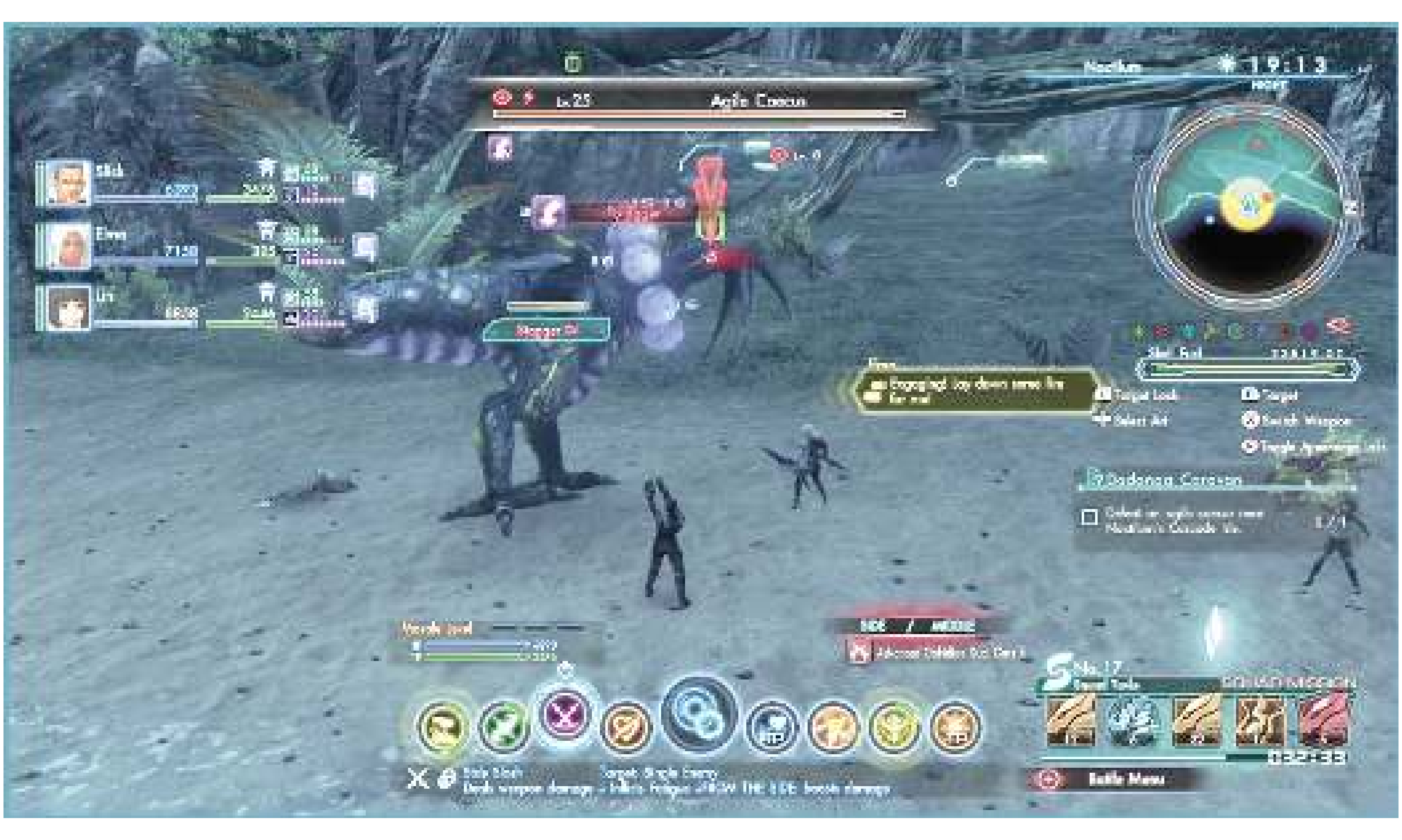
DODONGA MISSION OBJECTIVE

③ Defeat an agile caecus near Noctilum's Cascade Isle.

Agile Caecus

Lv. 25: Enemy




Agile Caecus
Dodonga Caravan
No. 17
SQUAD MISSION
Battle Menu

This enemy lives up to its name—it attacks quickly! However, it also tends to stay in one place and challenges you alone, so you hold the damage and maneuverability advantage.

DODONGA MISSION OBJECTIVE

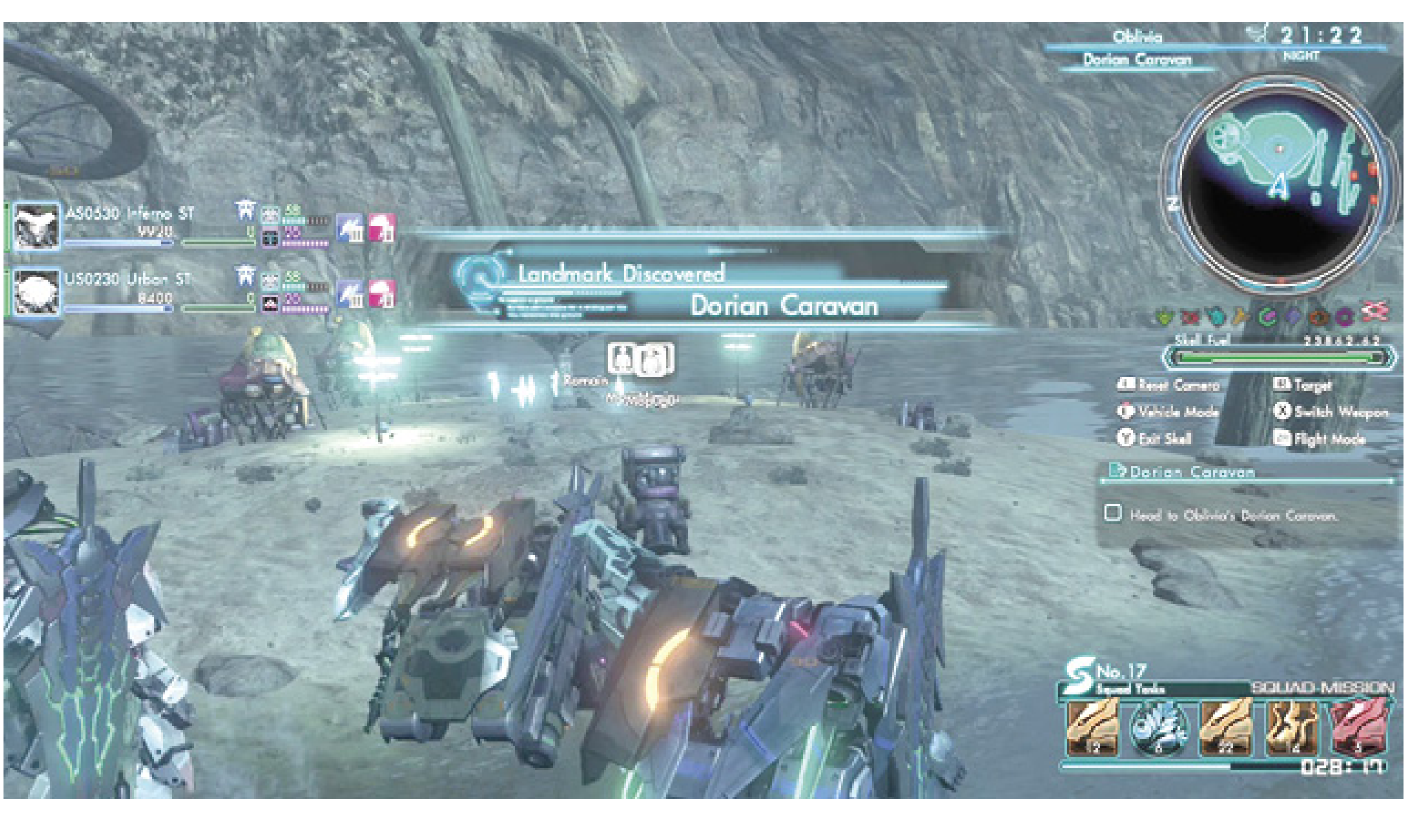
④ Talk to Koko near Noctilum's Cascade Isle.

Q&A Time!

Kaka
"Now be good Tatsu and help Mamapon carry it home."
Answer
Nod: Note that mothers are nothing to mess with.
Drool: Admire how tasty the indigen looks.

DODONGA MISSION OBJECTIVE

① Head to Noctilum's Dorian Caravan.


Oblivia
Dorian Caravan
21:22
NIGHT
Landmark Discovered
Dorian Caravan
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Dorian Caravan
Head to Oblivia's Dorian Caravan.
No. 17
SQUAD MISSION
028:17

If you're still on foot, then you have to do a lot of northern walking and some swimming to get to the Dorian Caravan. Take the easternmost path through East Ibra Ravine. Eventually you find the caravan itself on a small island.

Mujiji, the economical caravan leader, will only sign the treaty after a show of goodwill, to the tune of 30,000 credits.

Q&A Time!

Mujiji
"Hmmm. Mujiji settle for…THIS MUCH!"
Answer
Decline: Exclaim that 30,000 credits is way too much.
Comment: Say you expected no less from a race of merchants.

DODONGA MISSION OBJECTIVE

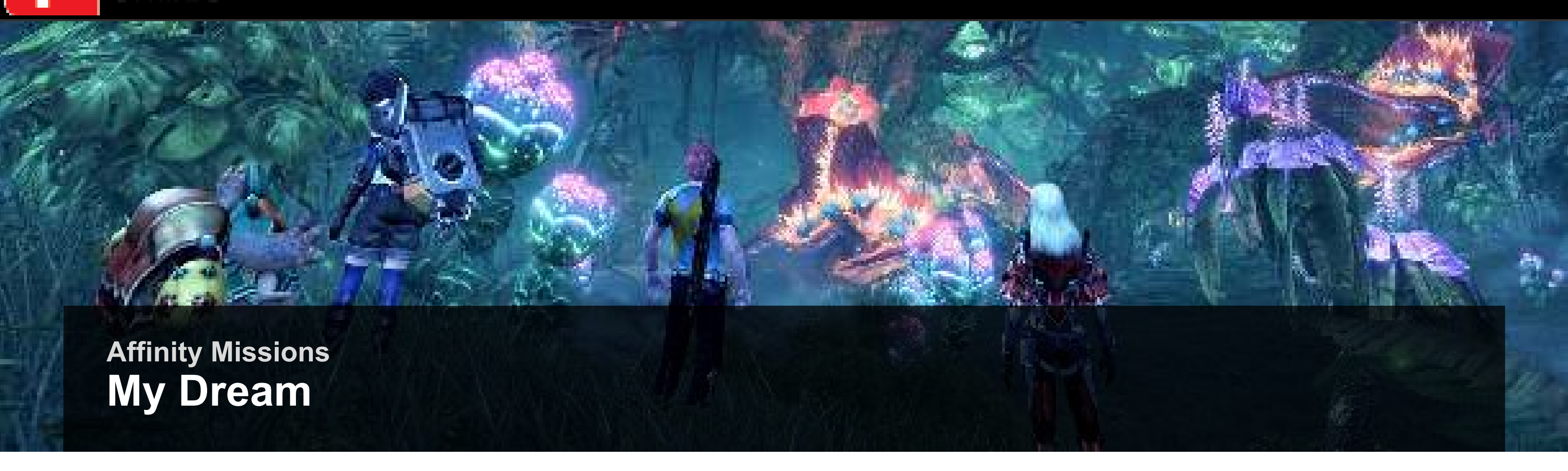
② Pay Mujiji 30,000 credits.

If you don't have the amount, then this is a good time to manage your FrontierNav data probes for maximum credit output. Wait for their yield, then give over the dough and you get your treaty. Simple as that.

Objective 2

Report back to Commander Vandham at the BLADE barracks.

After a cutscene the mission's over. You receive access to the Nopon Commerce Guild's R&D department at the Armory for your trouble. The Nopon also migrate into New LA.



Affinity Missions

My Dream

Mission Prerequisites

- **Level: 22**
- **Complete Chapter 5.**
- **Required Members: Irina.**

Mission Walkthrough

Start this mission and you find a woman Irina has a real problem with. She goes by only "The Murderess," and right from the start Irina is all ready to tell you how much bad news she is. Something about being shot in the back.

Right off the bat, however, she takes a shine to you and decides to join you on an op. Surely, the power of friendship can prove Irina wrong?

Q&A Time!

Murderess
"Especially considering the intriguing new friend you have there."
Answer
Greet: Tell the Murderess that it is very nice to meet her.
Flatter: Tell the Murderess that she is both observant AND beautiful.
Downplay: Tell the Murderess that you are nothing special.

Q&A Time!

Murderess
"Terribly glad to be TEAMMATES AGAIN! Riight?"
Answer
Accept: Say that Irina should give her a try.
Decline: Turn down the Murderess.

New Heart-to-Heart Mission: My Dream

You took on a new job with Irina's acquaintance, the Murderess. And with a name like that, what could possibly go wrong?

Objective 1

Investigate the White Whale debris in Noctilum's middle Hushflood.

Upon arrival, go ahead and investigate the clearly marked debris—and then prepare to be punished for your naïveté.

Q&A Time!

Irina
"Are you kidding me?"
Answer
Question: Ask the Murderess if she's betraying you.
Trust: Check if there's an indigen behind you.

Q&A Time!

Murderess
"Now! Since we're all acquainted, you have a choice to make. Give up your claim to the reward money…or we break your knees."
Answer
Cede: Let the Murderess take whatever she wants.
Fight: Tell the Murderess that if she wants your reward, she can try to take it.

Objective 2

Achieve all objectives:

- **Defeat running shark at Noctilum's Middle Hushflood.**
- **Defeat the BLADE sniper at Noctilum's Middle Hushflood.**
- **Defeat the BLADE trooper at Noctilum's Middle Hushflood.**

The following battle takes place if you challenge the Murderess to take your things. If you submit to her instead, no battle ensues, and you get a different message upon talking to Eleonora after the mission.

BLADE Trooper

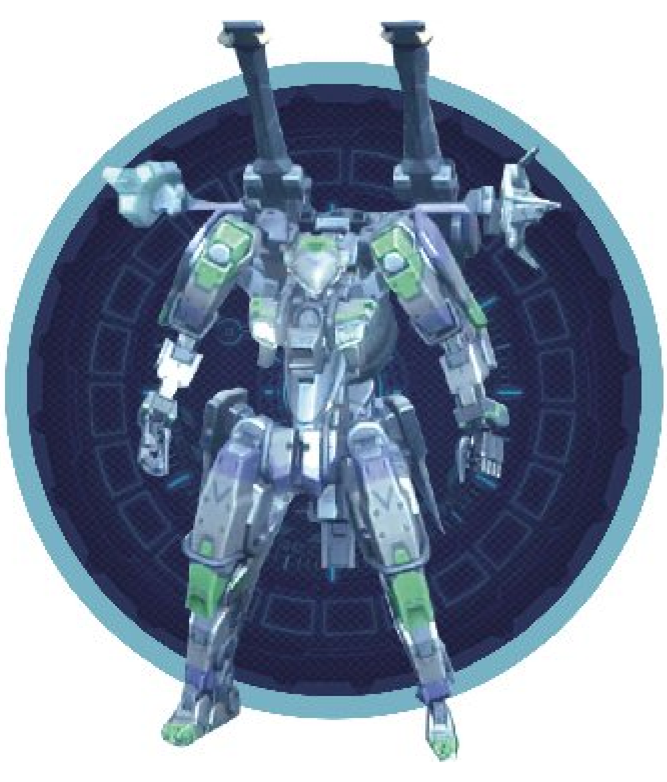
Lv. 17: Enemy

BLADE Sniper

Lv. 18: Enemy

Running Shark

Lv. 21: Boss



It's three-on-three, but one of those three is a Skell! Take out the trooper and sniper first by concentrating all of your party's fire on single targets. Then, dogpile on the mech.

Skell Fuel
Target Lock
Select Art
Exit Skell
My Dream
FRONT / MIDDLE
No.20

Objective 3

Talk to Eleanora on the BLADE Concourse in the Administrative District.

» NEW PARTY MEMBER:
MURDERESS

Affinity Missions

A False Hope

Mission Prerequisites

- **Level: 24**
- **Affinity: Hope Alanzi (2 Hearts)**
- **Complete Chapter 5.**
- **Complete the "Hope Springs Eternal" affinity mission.**
- **Required Members: Hope Alanzi.**

Mission Walkthrough

Out of the blue, Hope is approached for questioning regarding the disappearance of BLADE agents.

Q&A Time!

Hope
"Would you mind if we looked into this case?"
Answer
Agree: Tell Hope that you're on it.
Disagree: Tell Hope that it's not your job.

Q&A Time!

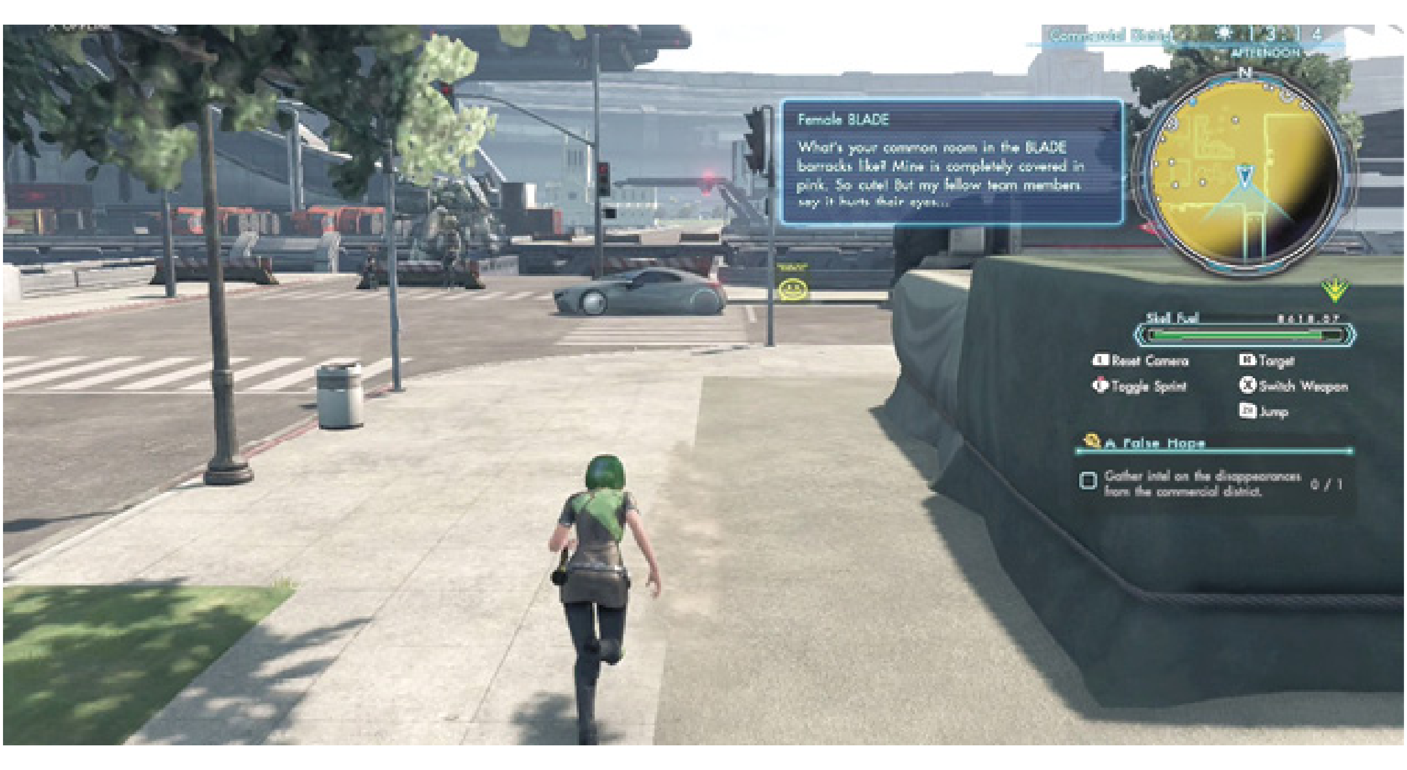
Hope
"I'm afraid I wouldn't be able to focus on much else right now."
Answer
Inquire: Press Hope for details of her past.
Support: Cheer Hope up by assuring her that things will work out.

New Heart-to-Heart Mission: A False Hope

Multiple BLADE members are missing, and the victims all seem to be associated with Hope somehow. Work with her to unravel the mystery.

Objective 1

Gather intel on the disappearances from the Commercial District.



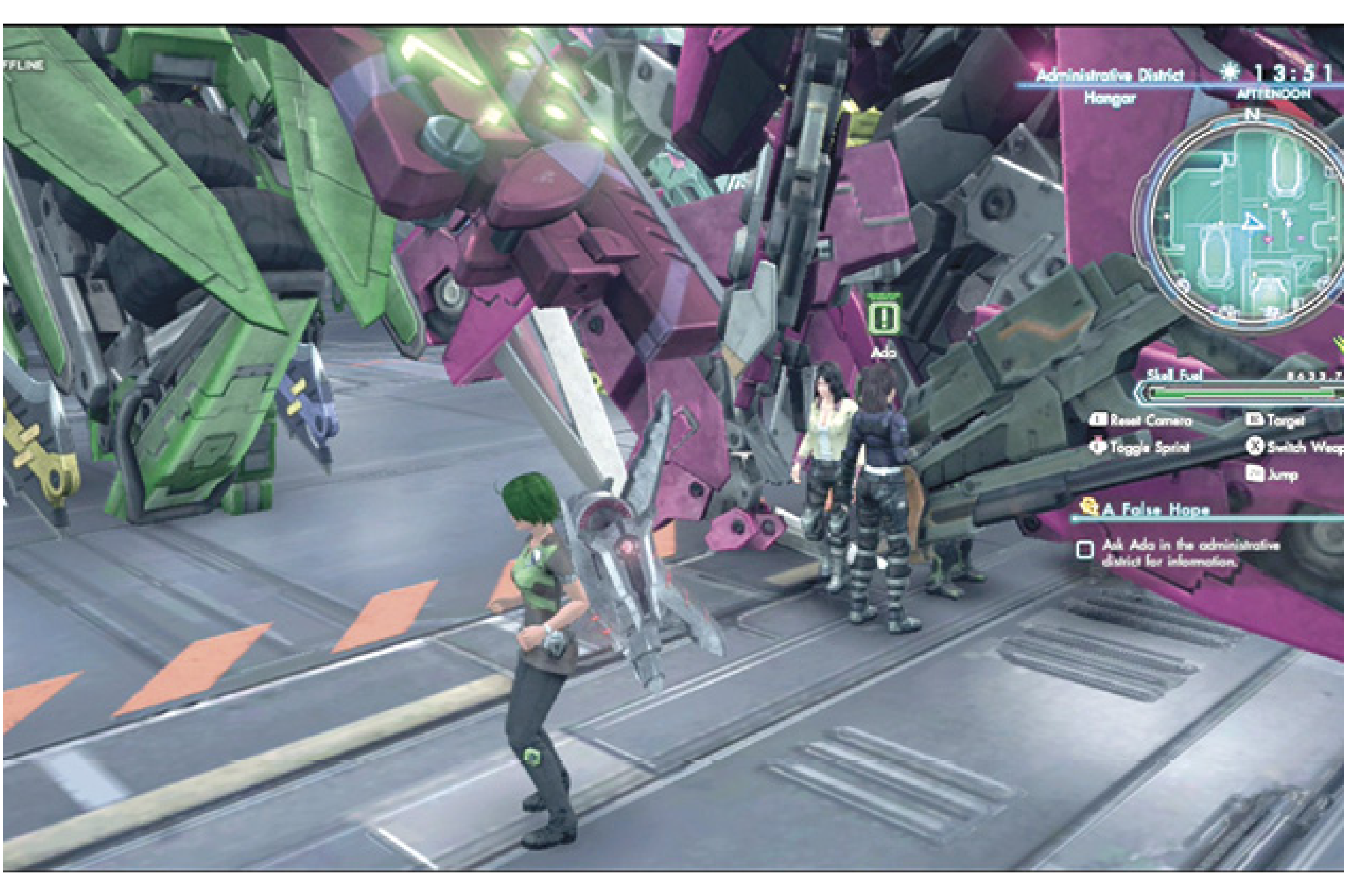
Female BLADE
What's your common room in the BLADE barracks like? Mine is completely covered in pink. So cute! But my fellow team members say it hurts their eyes...

Commercial District
AFTERNOON
Skell Fuel
Reset Camera
Toggle Sprint
Target
Switch Weapon
Jump
A False Hope
Gather intel on the disappearances from the commercial district. 0 / 1

The information you're looking for is located on the southeast corner of the yellow radius given on your mini-map, in the Commercial District.

Objective 2

Ask Ada in the Administrative District for information.



Administrative District
Hangar
13:51
AFTERNOON
Ada
Skell Fuel
Reset Camera
Toggle Sprint
Target
Jump
A False Hope
Ask Ada in the administrative district for information.

Ada is in the hangar, near the big elevator to the Administration District.

Q&A Time!

Hope
"This is so strange…what's going on?"
Answer
Probe: Ask Ada for more information about the meeting.
Assume: Tell Hope that someone must be impersonating her.

Q&A Time!

Hope
"I won't have you risking yourself like that, Ada!"
Answer
Accept aid: Tell Hope she should take Ada up on her offer.
Decline aid: Tell Ada it's too dangerous to use her as bait.

Objective 3

Meet Ada at Primordia's South Janpath Plain between 0:00 and 05:00.

Q&A Time!

Ornella
"Oh, damn it! This whole plan has gone to hell."
Answer
Rage: Angrily accuse Ornella of being a traitor.
Query: Ask Ornella what drove her to this.

Objective 4

Achieve all objectives:

- **Defeat SN333: Jisanne at Primordia's South Janpath Plain.**
- **Defeat two Milsaadi corroders at Primordia's South Janpath Plain.**
- **Defeat two Milsaadi destroyers at Primordia's South Janpath Plain.**

Milsaadi Corroder x2

Lv. 20: Enemy

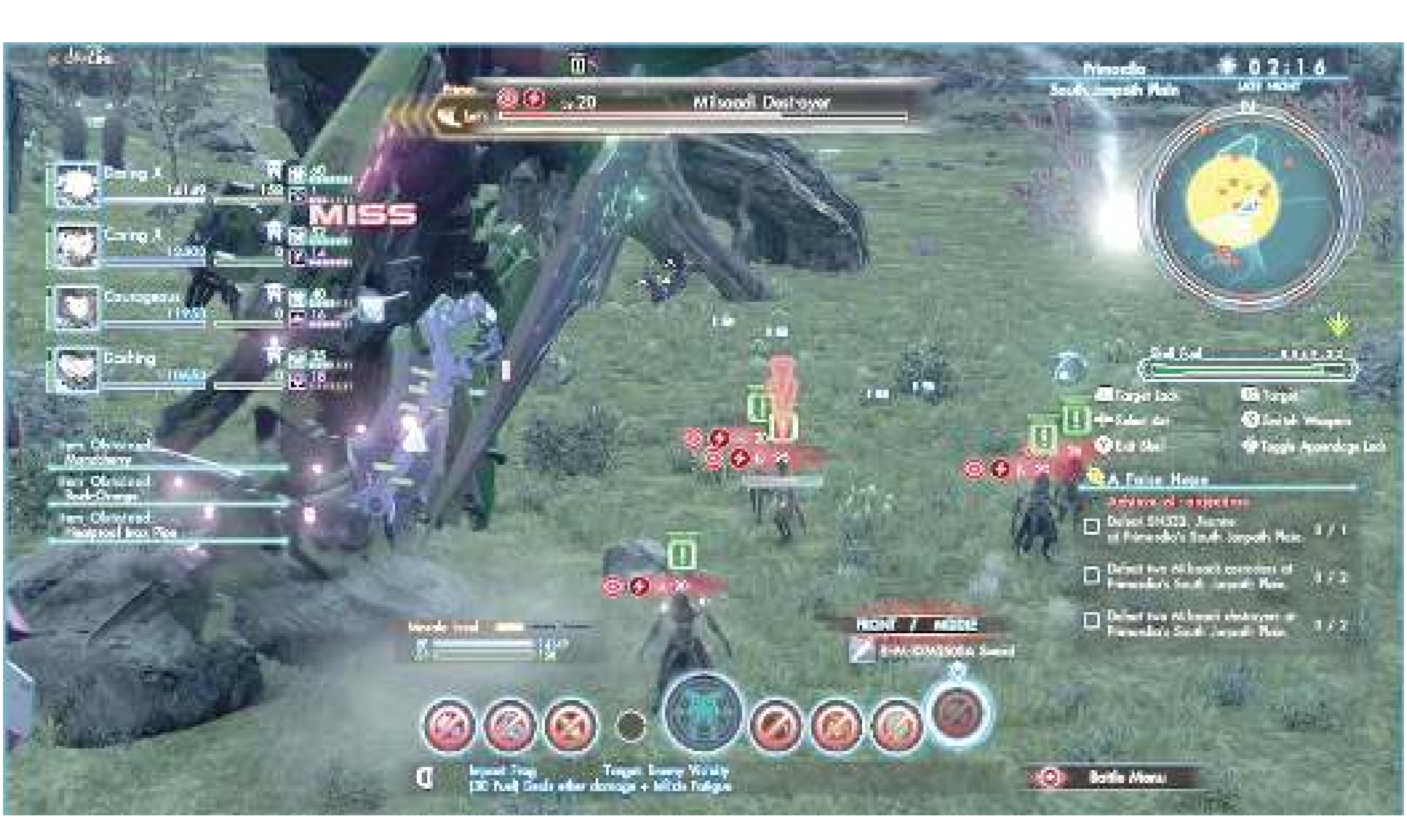
Milsaadi Destroyer x2

Lv. 20: Enemy

SN333: Jisanne

Lv. 26: Enemy

Definians and Milsaadi are bad news in numbers, even if you brought Skells to this fight. Concentrate your fire on individual members until their ranks are no more. Gratuitous use of debuffs and heals will see you through.



Milsaadi Destroyer
MISS
Primordia
South Janpath Plain
02:16
LATE NIGHT
Battle Menu
A False Hope
Achieve all objectives
Defeat SN333: Jisanne at Primordia's South Janpath Plain. 1 / 1
Defeat two Milsaadi corroders at Primordia's South Janpath Plain. 1 / 2
Defeat two Milsaadi destroyers at Primordia's South Janpath Plain. 1 / 2

Q&A Time!

Ornella
"Go on, do it. I got nowhere left to go anyway."
Answer
Interrogate: Ask Ornella why she did this.
Execute: Grant Ornella's wish and take her life.

Art Learned: Secondary Speed (Knife)

Affinity Missions

The Matchmaker

Mission Prerequisites

- **Level: 24**
- **Affinity: Lao (1 Heart)**
- **Complete Chapter 6.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Lao.**

Mission Walkthrough

Someone on Lao's Pathfinders team has a crush and doesn't know what to do! It's up to Team Elma, the highly trained combat unit, to solve this problem. Put on your Mediator caps and get ready for some slice-of-life! This affinity mission is a requirement for Chapter 8.

Q&A Time!

Lin
"Oh, come on. Seriously?"
Answer
Grin: Say it's written all over his face.
Shrug: Say you had no idea.

Q&A Time!

Lin
"Oh my gosh. I didn't mean…"
Answer
Comfort: Tell her not to worry about it.
Cheer: Try to make her smile.

New Heart-to-Heart Mission: The Matchmaker

Shingo has taken a liking to someone. Give him advice on how to approach her.

Objective 1

Head to North Founders Street in the Commercial District.

Objective 2

Use FrontierNav to locate three lumps of enduron lead.

Refer to the FrontierNav section of the Data chapter for locations to place probes and gain enduron lead.

Q&A Time!

Shingo
"If only I could make her happy somehow…"
Answer
Suggest: Say he should get her a present.
Advise: Tell him to confess his undying love.

Objective 3

Talk to Omari on West Melville Street in the Commercial District.

Objective 4

Talk to Jeshero in the starboard side of the Ma-non ship.

Objective 5

Order some Army Pizzas on West Melville Street in the Commercial District.

The pizzas come to 10,000 credits, so get the money from FrontierNav or by selling things, then order them.

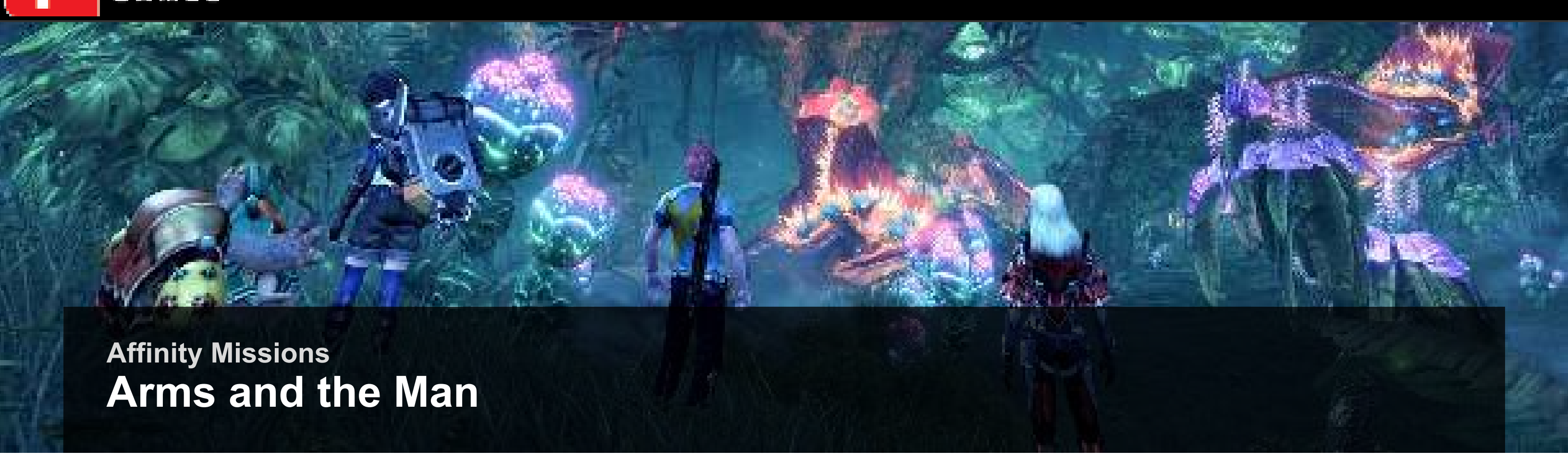
Objective 6

Talk to Jeshero in the starboard side of the Ma-non ship.

Objective 7

Head to North Founders Street in the Commercial District.

Art Learned: Afterburner (Sniper Rifle)



Affinity Missions

Arms and the Man

Mission Prerequisites

- **Level: 28**
- **Affinity: Yelv (2 Hearts)**
- **Complete Chapter 6.**
- **Complete the "Meeting Yelv" affinity mission.**
- **Required Members: Yelv.**

Mission Walkthrough

Once again, you and Yelv meet up at Mission Control to decide what tasks to take on. For Yelv, however, the selection, proves…unsatisfactory.

> **Q&A Time!**
>
> **Yelv**
> "You got any inside tips on something with a bit more kick?"
> **Answer**
> Agree: Tell Yelv that you have seen things that would blow his mind.
> Shrug: Tell Yelv that you've got nothing.

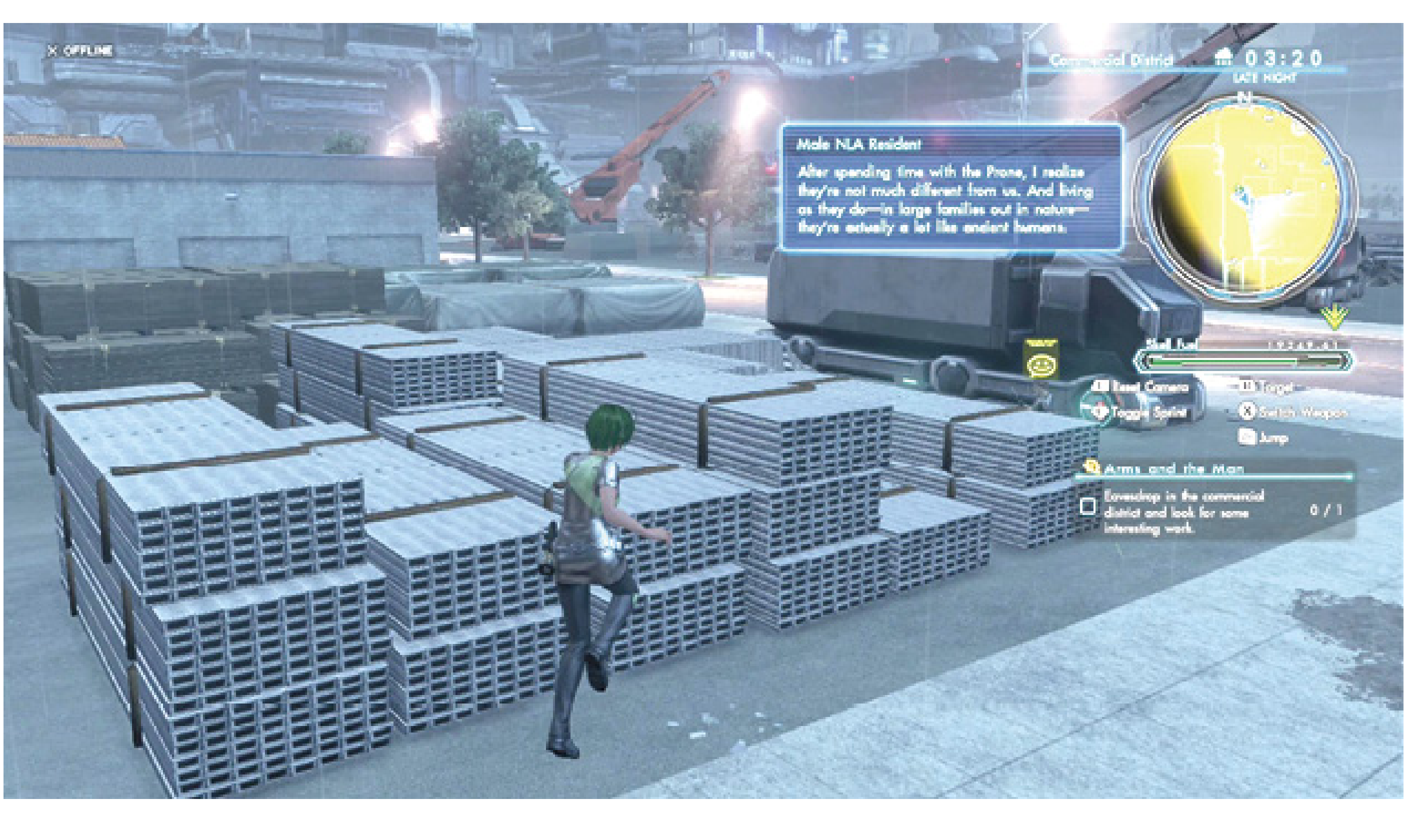
> **Q&A Time!**
>
> **Yelv**
> "My buddy and me would even sneak off-base and moonlight as bouncers in seedy bars."
> **Answer**
> Agree: Join in on Yelv's plan.
> Inquire: Ask about Yelv's army days.

New Heart-to-Heart Mission: Arms and the Man

It seems that Yelv is a bit bored with his current missions. Listen to local gossip and find something interesting for him to do.

Objective 1

Eavesdrop in the Commercial District and look for some interesting work.



Male NLA Resident
After spending time with the Prone, I realize they're not much different from us. And living as they do—in large families out in nature—they're actually a lot like ancient humans.

OFFLINE
Commercial District
03:20
LATE NIGHT
Arms and the Man
Eavesdrop in the commercial district and look for some interesting work.
0/1

The info you're looking for is in the southwestern area of the yellow radius given on the mini-map, in the Commercial District.

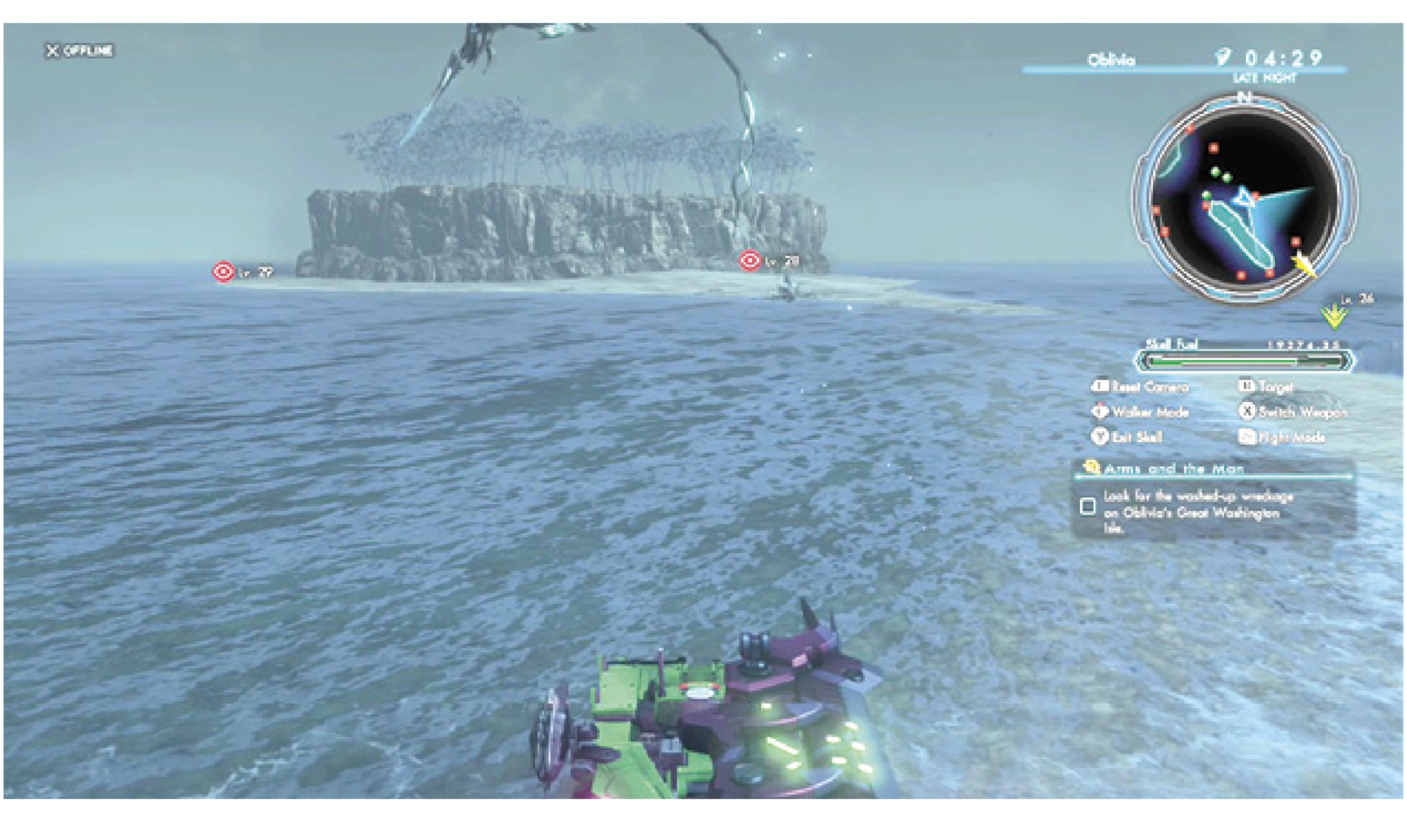
Objective 2

Head to the Sunshine Café in the Commercial District.

> **Q&A Time!**
>
> **Yelv**
> "I'm sold, pard! Sold hard!"
> **Answer**
> Urge: Ask Yelv what he is waiting for.
> Resist: Wonder aloud if there are more pressing missions.

Objective 3

Look for the washed-up wreckage on Oblivia's Great Washington Isle.



OFFLINE
Oblivia
04:29
LATE NIGHT
Arms and the Man
Look for the washed-up wreckage on Oblivia's Great Washington Isle.

You're headed to the southeast island off the coast of Oblivia. It's easy to get there, especially if you have a Skell on hand. Once there, you run into trouble.

> **Q&A Time!**
>
> **Yelv**
> "What do you figure their kind even makes of the old ship, huh?"
> **Answer**
> Observe: Say that it is just a place for them to hole up for the night.
> Speculate: Wonder if they collect the wreckage as treasure.

Objective 4

Defeat three unyielding forfexes on Oblivia's Great Washington Isle.

Unyielding Forfex x3

Lv. 28: Enemy

Unyielding Forfex
Battle Menu

Forfexes aren't tough, or smart, but they are bigger than you if you're fighting on foot, and they have tough hides that can give Skells a hard time. Flank and concentrate your fire on one at a time, emphasizing damage-dealing Arts. You want to value speedy kills here more than anything.

Objective 5

Investigate the wreckage on Oblivia's Great Washington Isle.

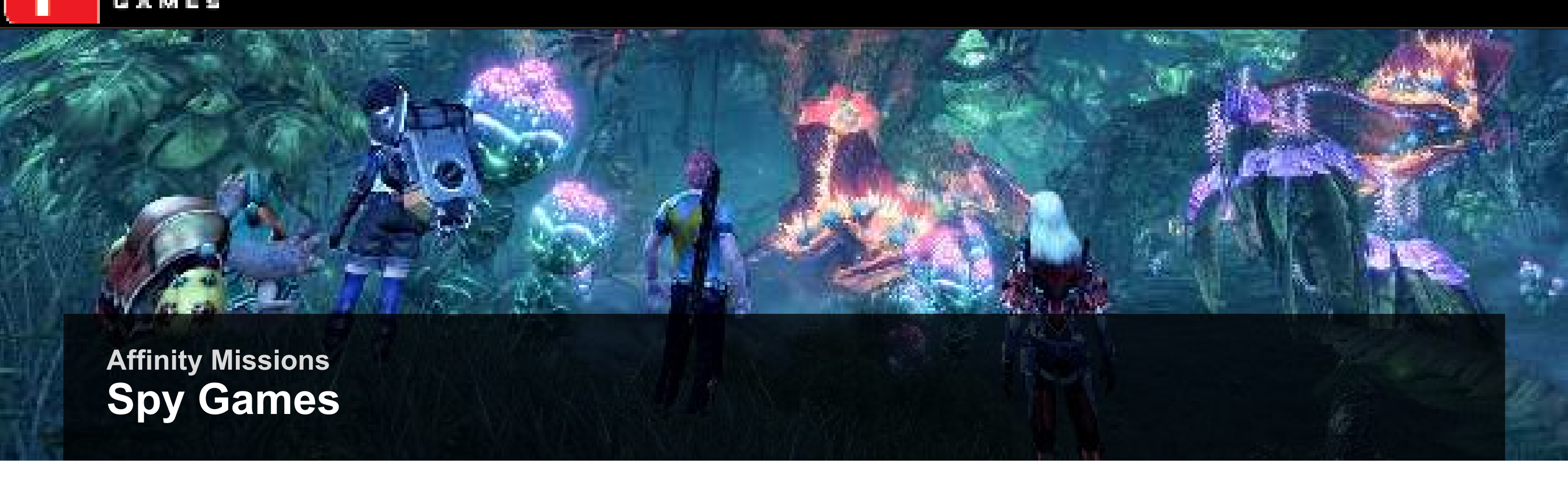
> **Q&A Time!**
>
> **Yelv**
> "I knew it! He's out there! He's alive!"
> **Answer**
> Stare: Tell Yelv that you do not understand what he is saying.
> Soothe: Suggest that Yelv calms down.

> **Q&A Time!**
>
> **Yelv**
> "It's about my best friend, so let's keep it between us, yeah?"
> **Answer**
> Agree: Promise Yelv that you will not tell a soul.
> Offer: Tell Yelv that he can wait if he prefers to.

> **Q&A Time!**
>
> **Yelv**
> "Even gave his mimeosome the same cross-shaped scar he had."
> **Answer**
> Inquire: Ask Yelv what his friend was like.
> Caution: Tell Yelv that his friend is likely dead.

> **Q&A Time!**
>
> **Yelv**
> "Guess I can't help thinking about him when I see you. Can't help talking, either."
> **Answer**
> Inquire: Ask how you fit in with all this.
> Speculate: Ask if there is some kind of physical resemblance.

Art Learned: Emission Exchange (Photon Saber)



Affinity Missions

Spy Games

Mission Prerequisites

- **Level: 28**
- **Complete Chapter 7.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

This is simultaneously one of the easiest and hardest missions in the game. The Director General has a special mission for Team Elma—one that requires tactics and espionage—but not much action. Two out of three isn't bad? This affinity mission is a requirement for Chapter 9.

Q&A Time!

Maurice
"But it makes gathering intel nearly impossible."
Answer
Question: Ask what kind of intel he's looking for.
Argue: Claim that lives are more important than intel.

New Heart-to-Heart Mission: Spy Games

Gather information on the Ganglion by infiltrating their fortress. As it is advisable to avoid conflict, you should choose a route with few enemies.

Objective 1

Return to the BLADE barracks and prepare.

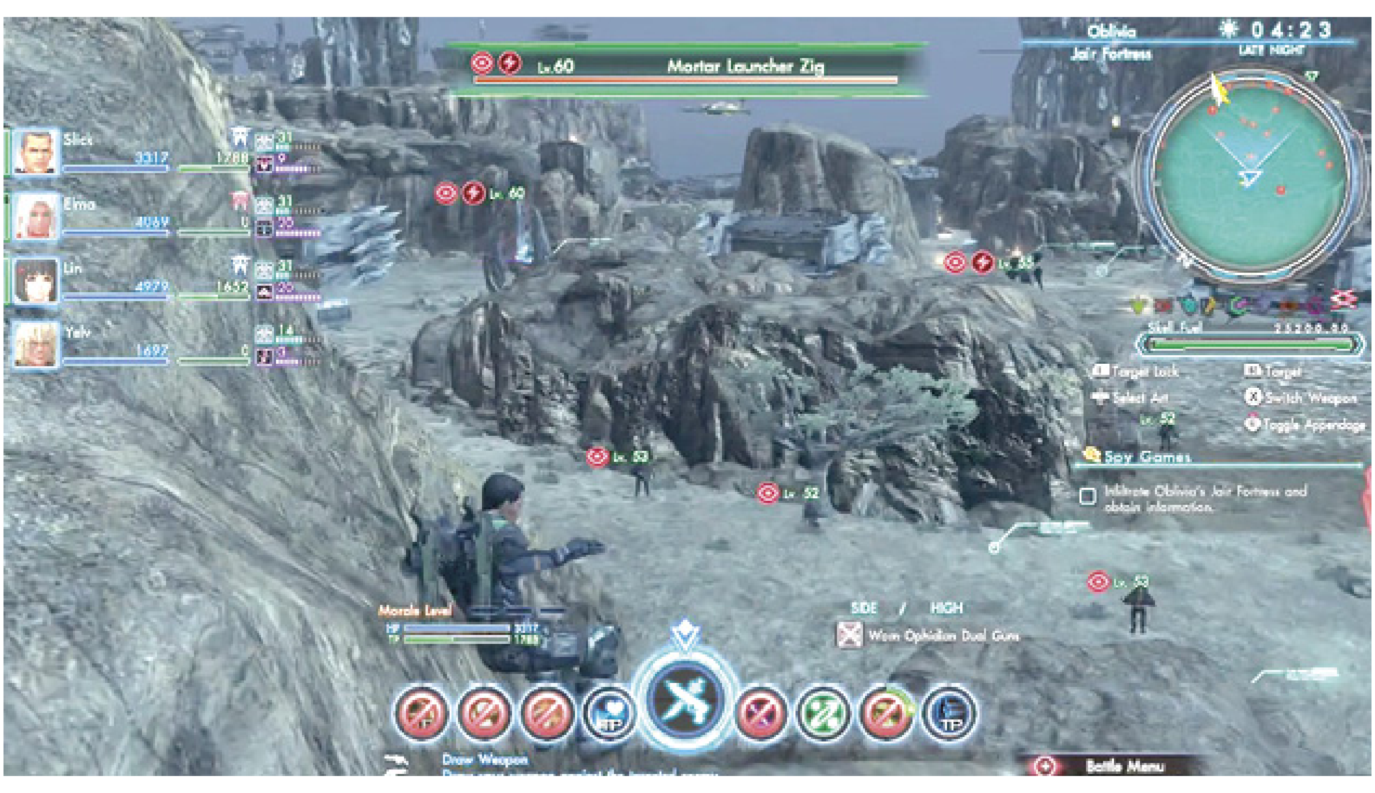
RACKS
ECP
BLADE

Head to the barracks and you are confronted by Nagi, who gives you his own briefing—and a suggested point of infiltration—before letting you move out.

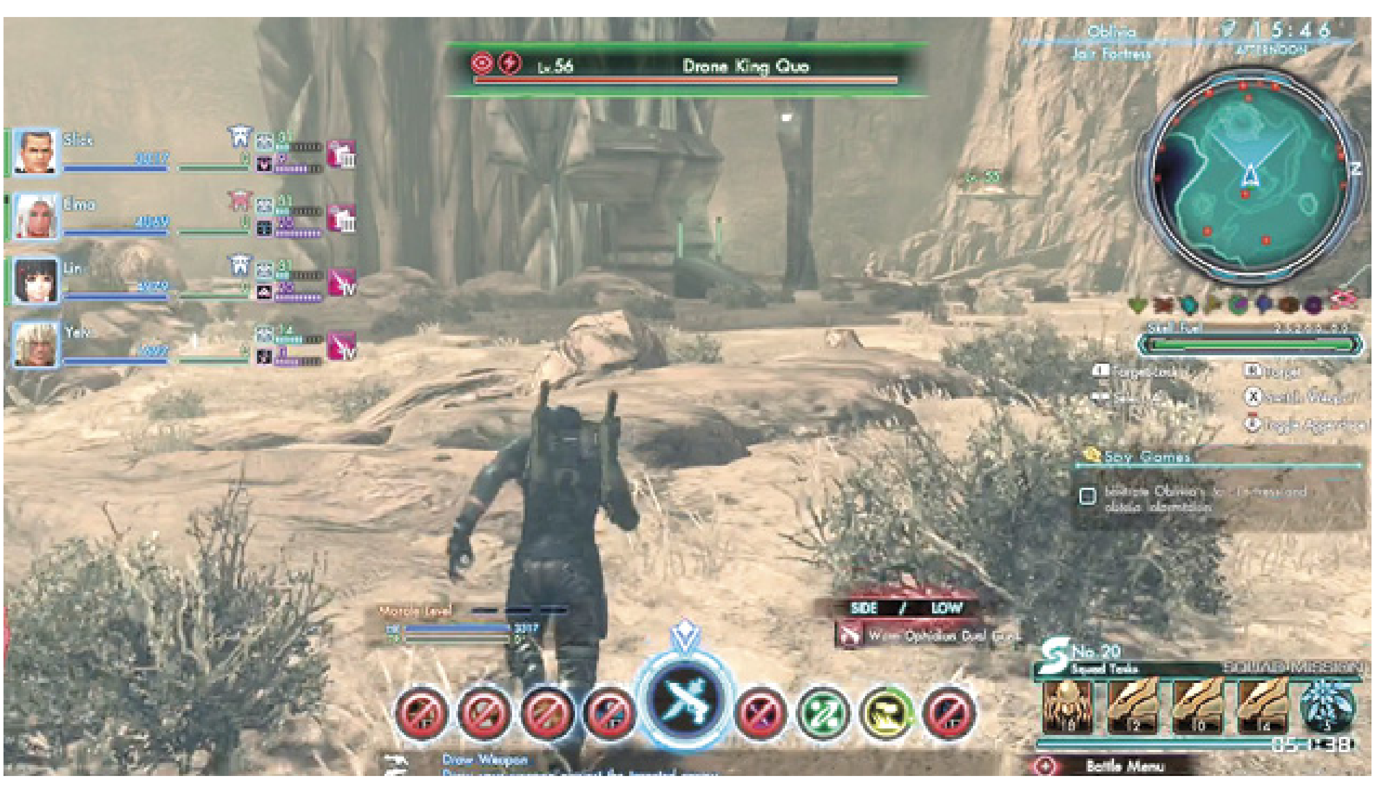
Objective 2

Infiltrate Oblivia's Jair Fortress and obtain information.

Jair Fortress will be dangerous for players taking this mission on; the forces there are level 50 or higher! Don't be afraid to fast-travel back to the top of the fortress if you think you might get discovered.


Lv.60
Mortar Launcher Zig
Oblivia
Jair Fortress
04:23
LATE NIGHT
Slick
Elma
Lin
Yelv
Spy Games
SIDE / HIGH
Draw Weapon
Battle Menu

Oblivia
Jair Fortress
05:17
Spy Games


Lv.56
Drone King Quo
Spy Games
SIDE / LOW
No. 20
Squad Tasks
SQUAD MISSION
Draw Weapon
Battle Menu

From the top of the fast-travel point, turn south and drop to the level below. From there, continue south across a relatively quiet plain, then west until you get to a structure. The Follow Ball can and will actually plot a good path for you once you're on this plain.

Once inside, Lin works her hacking mojo, and you are attacked.

Objective 3

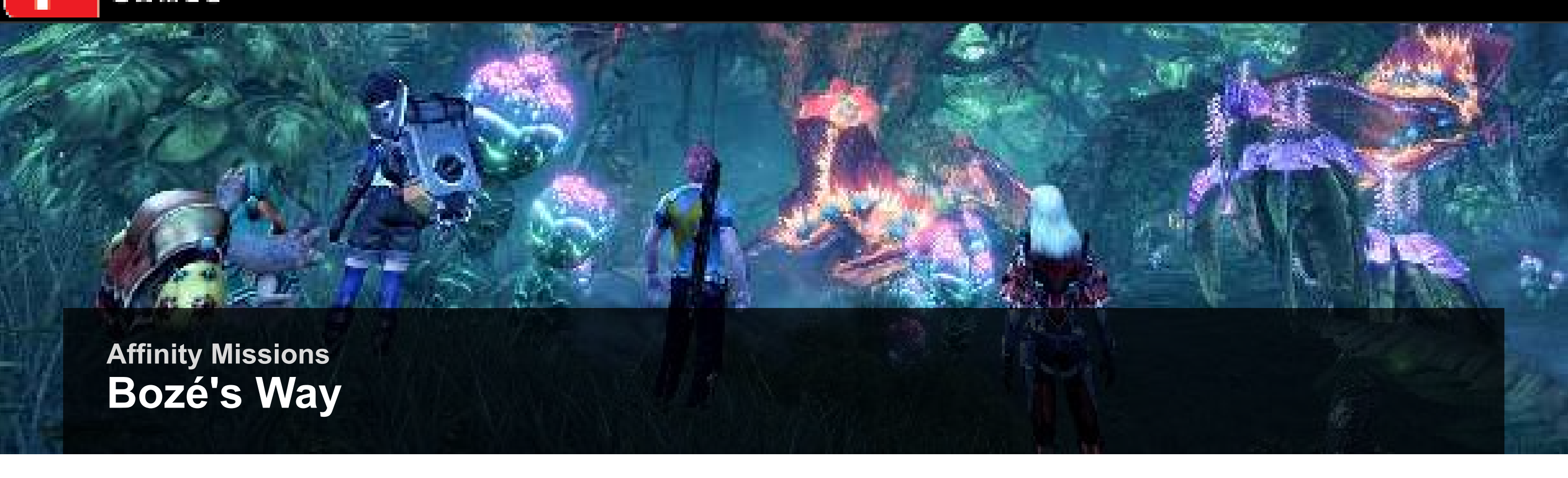
Defeat three Marnucks.

Marnuck x3

Lv. 30: Enemy

The good news is that these Marnucks aren't level 50. They are, however, level 30, meaning you've got your work cut out for you. Still, you can handle them like any other Ganglion troopers. Hit them hard at the back and sides, and concentrate fire if you want to whittle their firepower easily.

Slick
Elma
Lin
Yelv
149
146
Spy Games



Affinity Missions

Bozé's Way

Mission Prerequisites

- **Level: 30**
- **Affinity: Bozé (2 Hearts)**
- **Complete Chapter 7.**
- **Complete "The Mad Monk" affinity mission.**
- **Required Members: BozÉ Lowes.**

Q&A Time!

Bozé

"Please. I can't break any more promises to these kids."

Answer

Accept: Agree to help.

Inquire: Ask about the promise Bozé made.

Mission Walkthrough

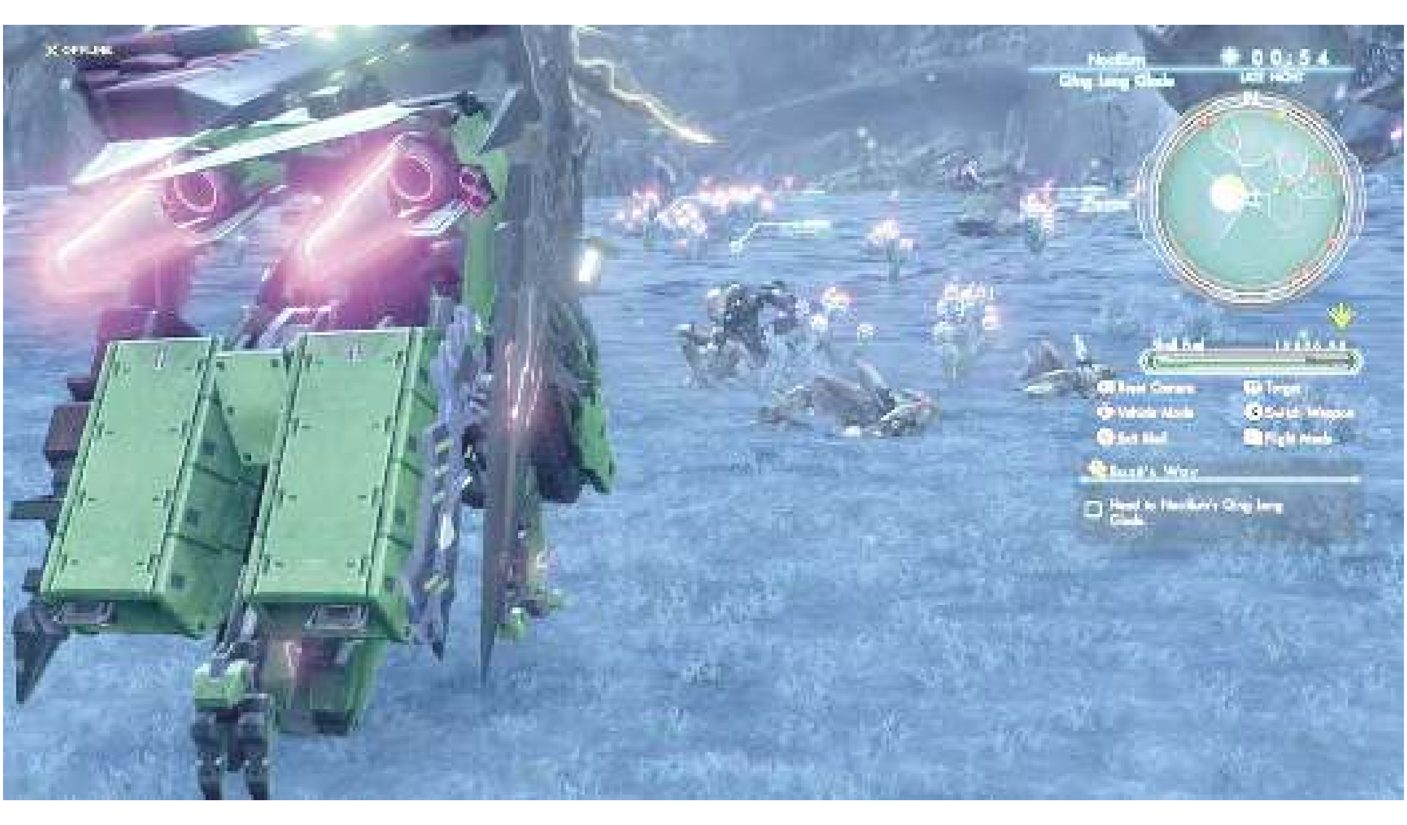
A frantic Reggie runs up to Bozé to tell him that Clarissa, another of Bozé's students, has gone MIA. After some words of wisdom and a quick briefing, Bozé asks for your help.

New Heart-to-Heart Mission: Bozé's Way

One of Bozé's students is missing in Noctilum. Work with Bozé to find her.

Objective 1

Head to Noctilum's Qing Long Glade.



Look for the wrecked Skell in the midst of the glade.

Q&A Time!

Bozé

"Any idea where Clarissa and her crew could be?"

Answer

Shake head: Claim that you have no idea.

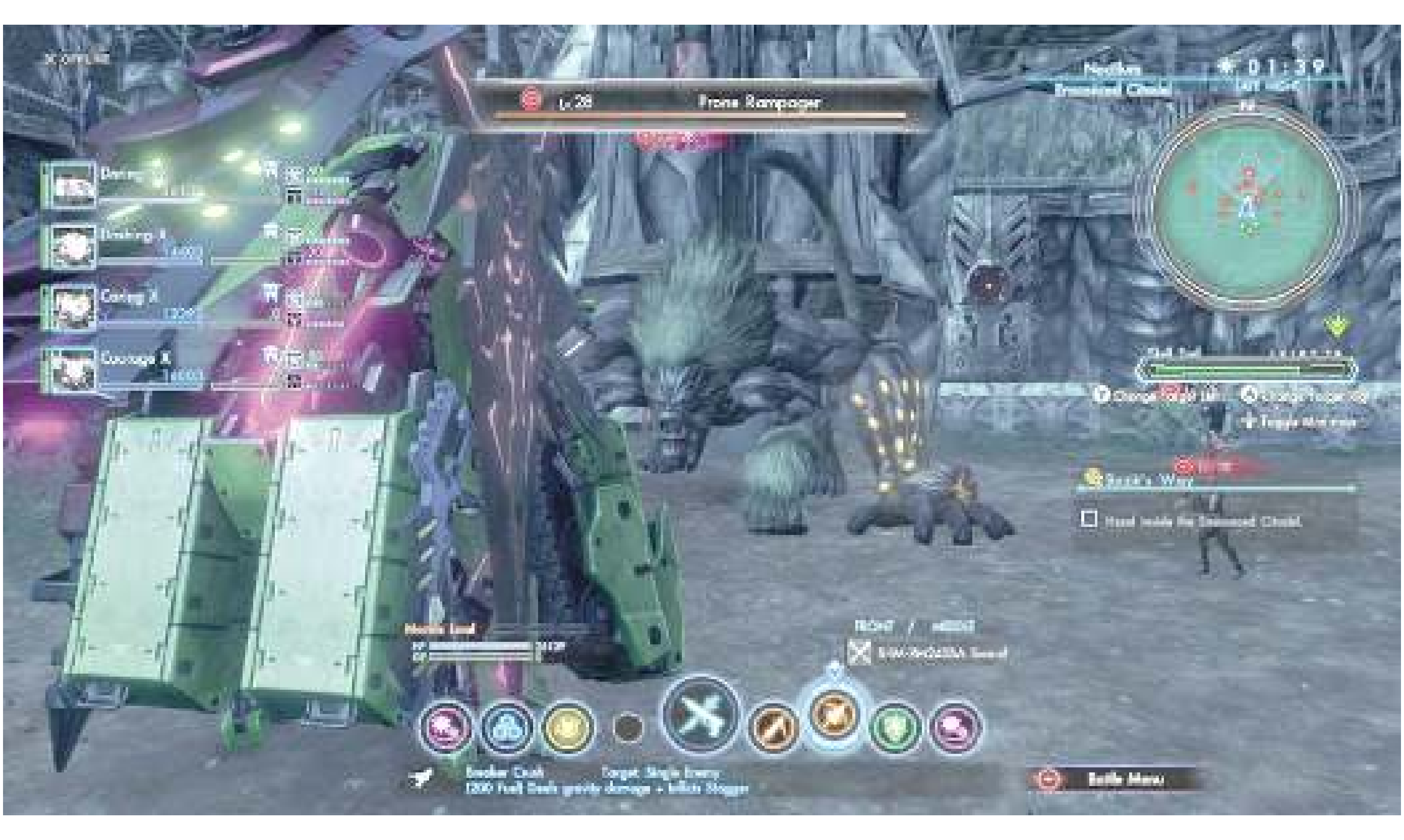
Deduce: Say that this looks like the Ganglion's work.

Objective 2

Head to Noctilum's Ensconced Citadel.

Objective 3

Head inside the Ensconced Citadel.



This is much easier if you have a flying Skell. Simply make your way to the top of the tower where Clarissa is being held. Otherwise, you have to run up the middle, which involves dealing with a level 28 tyrant and some Prone soldiers. If your party is only around level 30, this may be a close fight.

Q&A Time!

Zealot Glennar

"Funny Earth aliens stronger than expected!"

Answer

Demand: Insist that the Prone release Clarissa as promised.

Taunt: Mock the Prone in order to draw their attention to you.

Objective 4

Achieve all objectives:

- **Defeat the zealot glennar in Noctilum's Ensconced Citadel.**
- **Defeat two Prone fighters in Noctilum's Ensconced Citadel.**

Prone Fighter x2

Lv. 28: Enemy

If you ran up the middle and through the tower, then this fight should prove no problem. Handle these Prone the same way you fought when you came in. If you have a flying Skell, then this fight will be even less of a problem. Smack them until they die.

Zealot Glennar

Lv. 29: Boss

Q&A Time!

Bozé

"What purpose do I serve if I can't keep a single promise?"

Answer

Inquire: Ask Bozé about the promise he made to his students.

Comfort: Remind Bozé that he has another student right here.

Objective 1

Investigate Clarissa's corpse at Noctilum's Ensconced Citadel.

Q&A Time!

Bozé

"He made the cut at the last minute, but only just."

Answer

Encourage: Comfort the saddened Bozé.

Lecture: Tell Bozé to stop hiding behind his memories.

Q&A Time!

Bozé

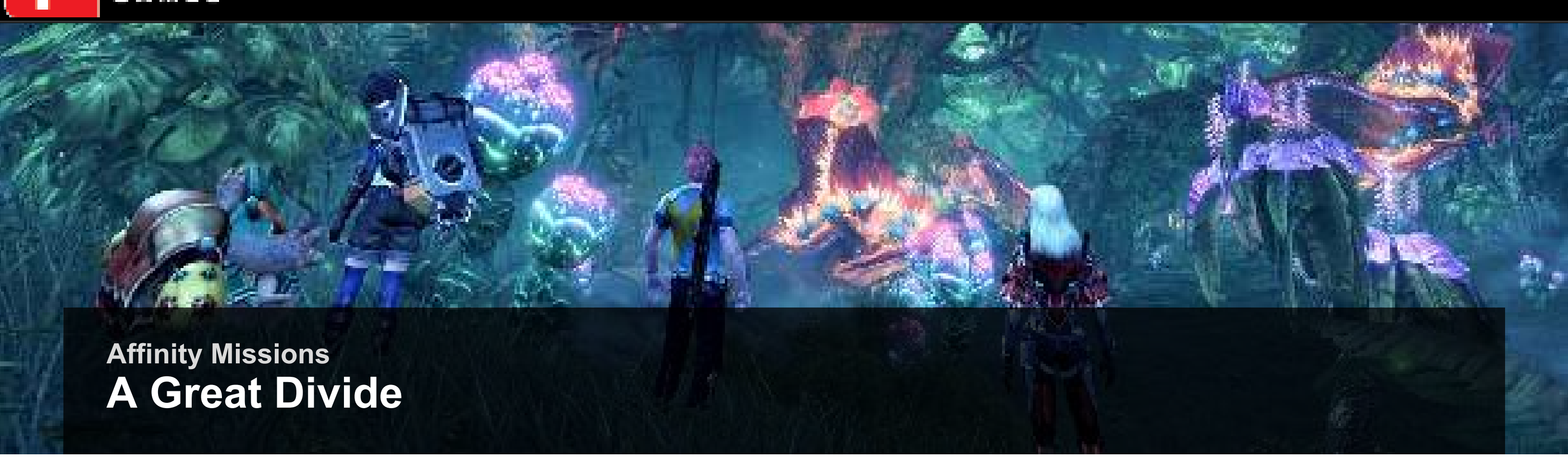
"I need her soul to find the peace it never had here on Mira."

Answer

Agree: Give Bozé his moment.

Deny: Tell Bozé you don't have time for such things.

Art Learned: Vortex (Javelin)



Affinity Missions

A Great Divide

Mission Prerequisites

- **Level: 30**
- **Affinity: Phog (2 Hearts)**
- **Complete Chapter 7.**
- **Complete the "Bottoms Up" affinity mission.**
- **Complete the "Foggy Dilemma" affinity mission.**
- **Required Members: Phog.**
- **Restricted Members: Frye.**

Mission Walkthrough

Phog approaches you with a mission from some stumped Outfitters.

Q&A Time!

Phog
"They've asked us to investigate them and find out what they are."
Answer
Query: Ask Phog to tell you more about the "things."
Probe: Ask how this is a Prospector mission.

Q&A Time!

Phog
"I feel like I've only just discovered what I want to be since I met you."
Answer
Encourage: Tell Phog that he'll catch up in no time.
Downplay: Say that you are nothing special.
Question: Ask Phog if his brother is still alive.

New Heart-to-Heart Mission: A Great Divide

Phog seems keen to make amends with someone from his past. With that in mind, go investigate the strange things that were found in Oblivia.

Objective 5

Head to Oblivia's South Coast.

Q&A Time!

Phog
"Right, then…"
Answer
Wait: Stand back and watch.
Warn: Alert Phog to the risks of touching an unknown object.

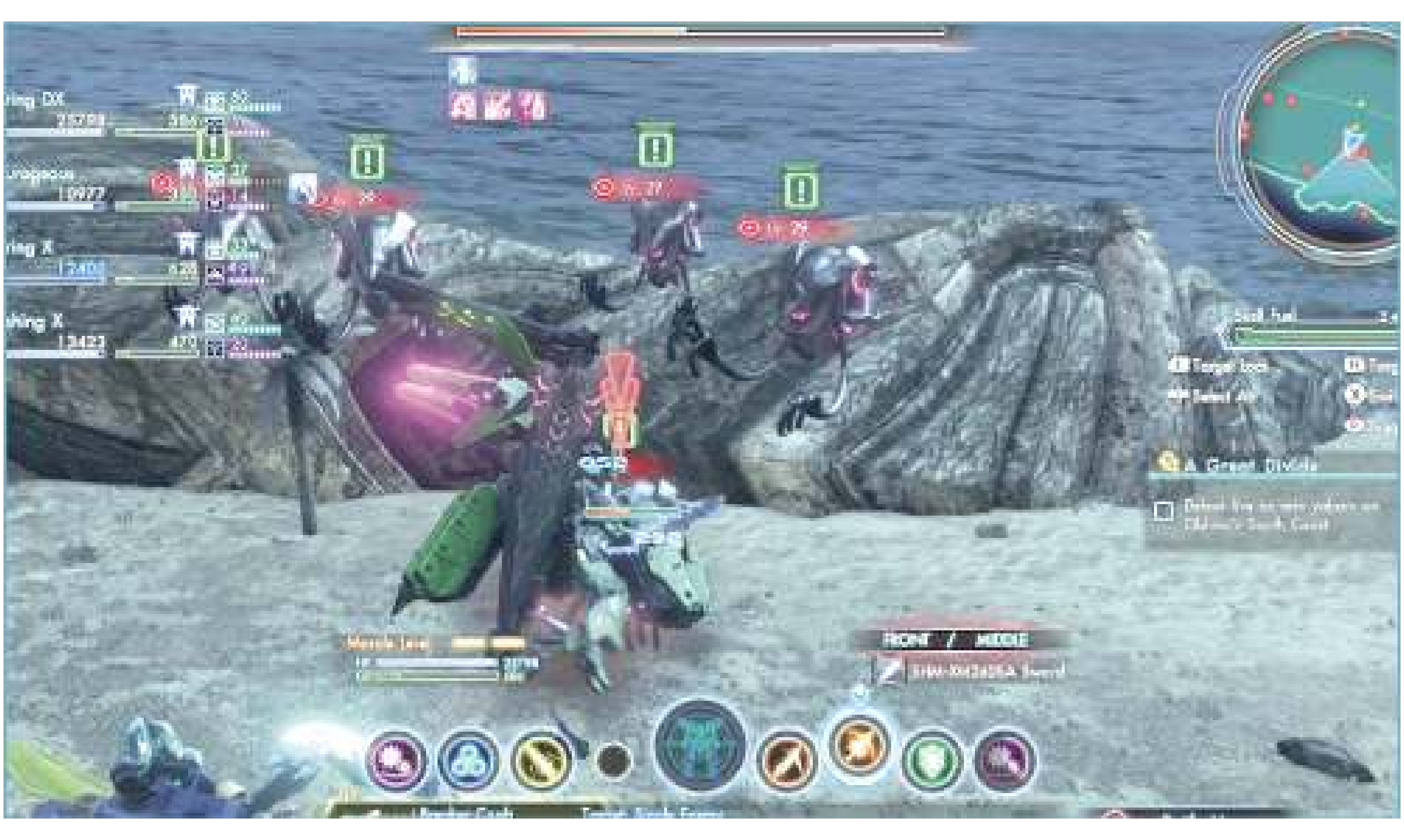
Objective 2

Defeat five oc-serv yabars on Oblivia's South Coast.

Oc-Serv Yabar x5

Lv. 29: Boss

This is a five-on-four fight against some sizable enemies that can give even Skells a hard time. Armor that's good against gravity is a good investment against these, but failing that, just hit as hard as you can so that they have minimal chance to launch area-of-effect gravity attacks.



Q&A Time!

Phog
"I've never seen anything like them."
Answer
Assert: Claim that they are some kind of new Ganglion weapon.
Muse: Say that they are just another one of Mira's mysteries.

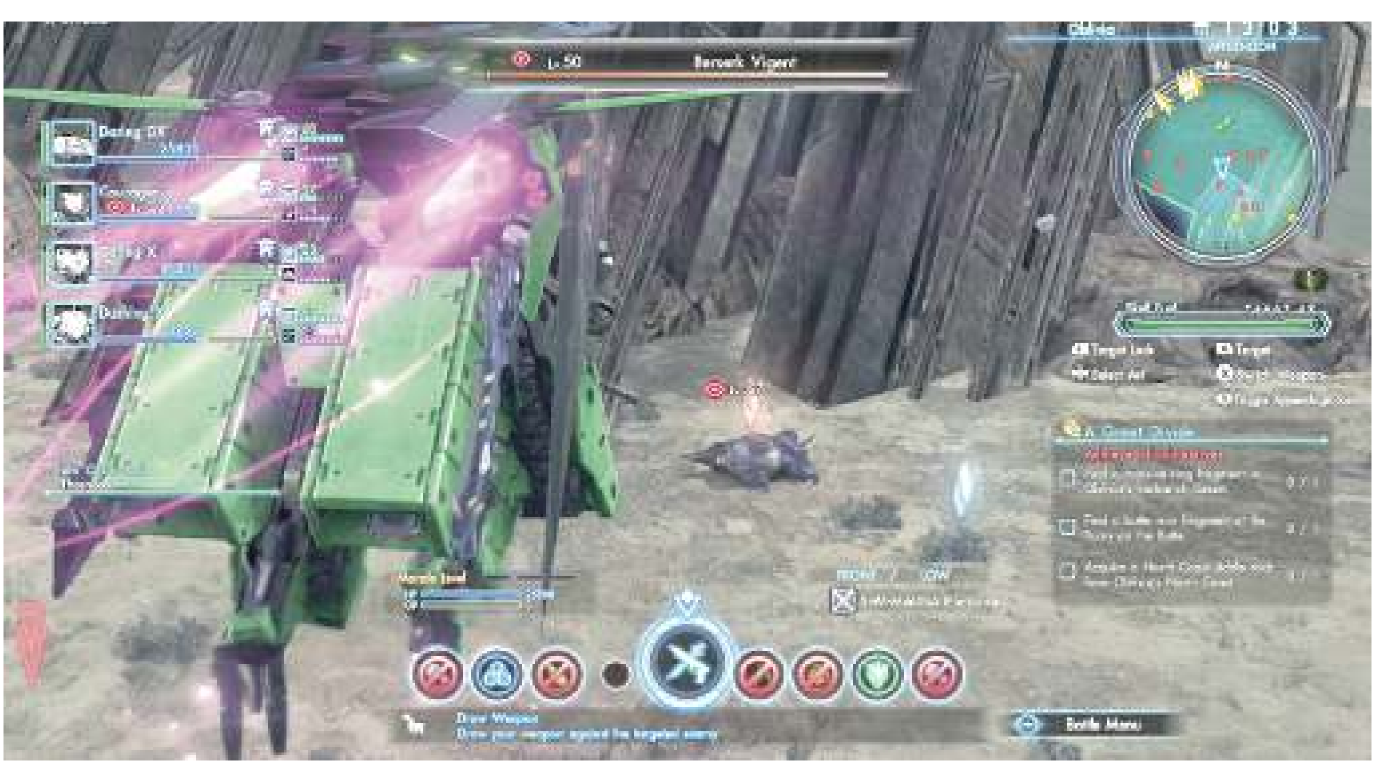
Objective 3

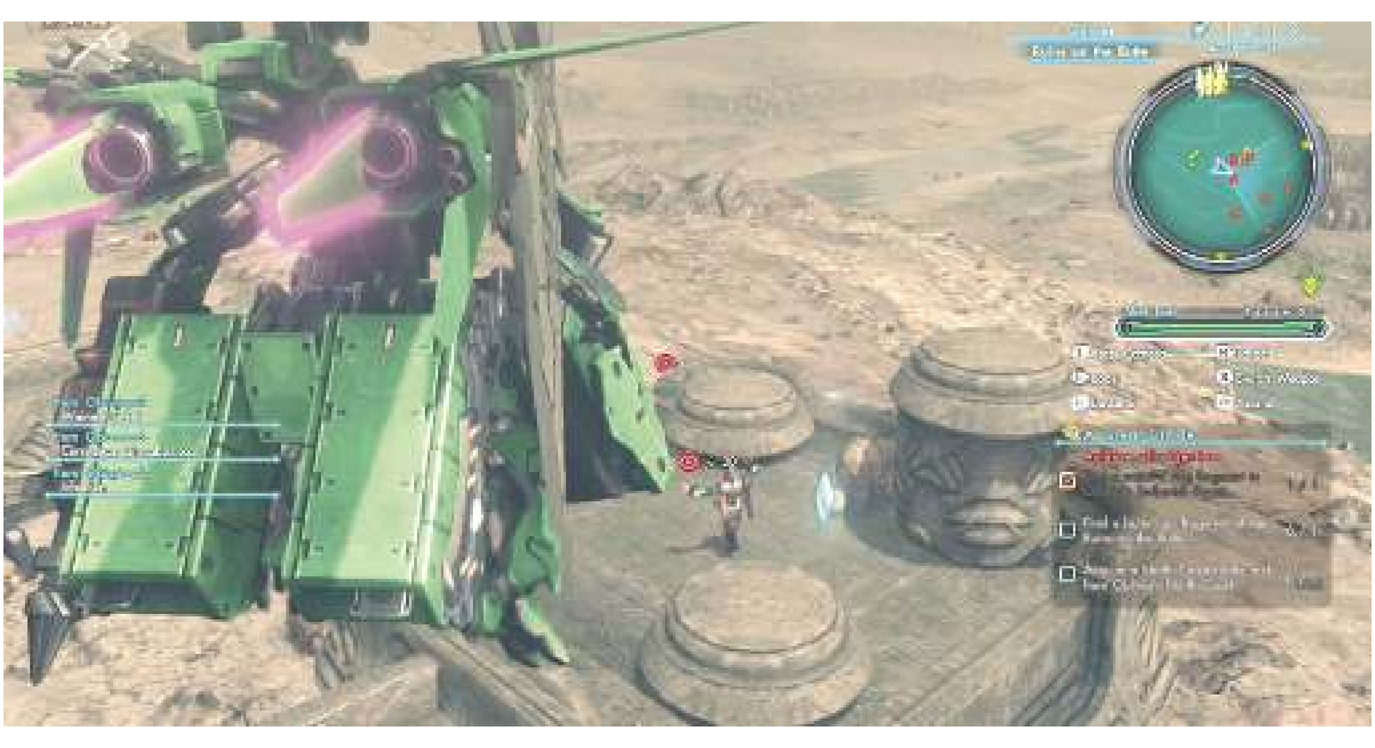
Talk to Solan at the Maintenance Center in the Administrative District.

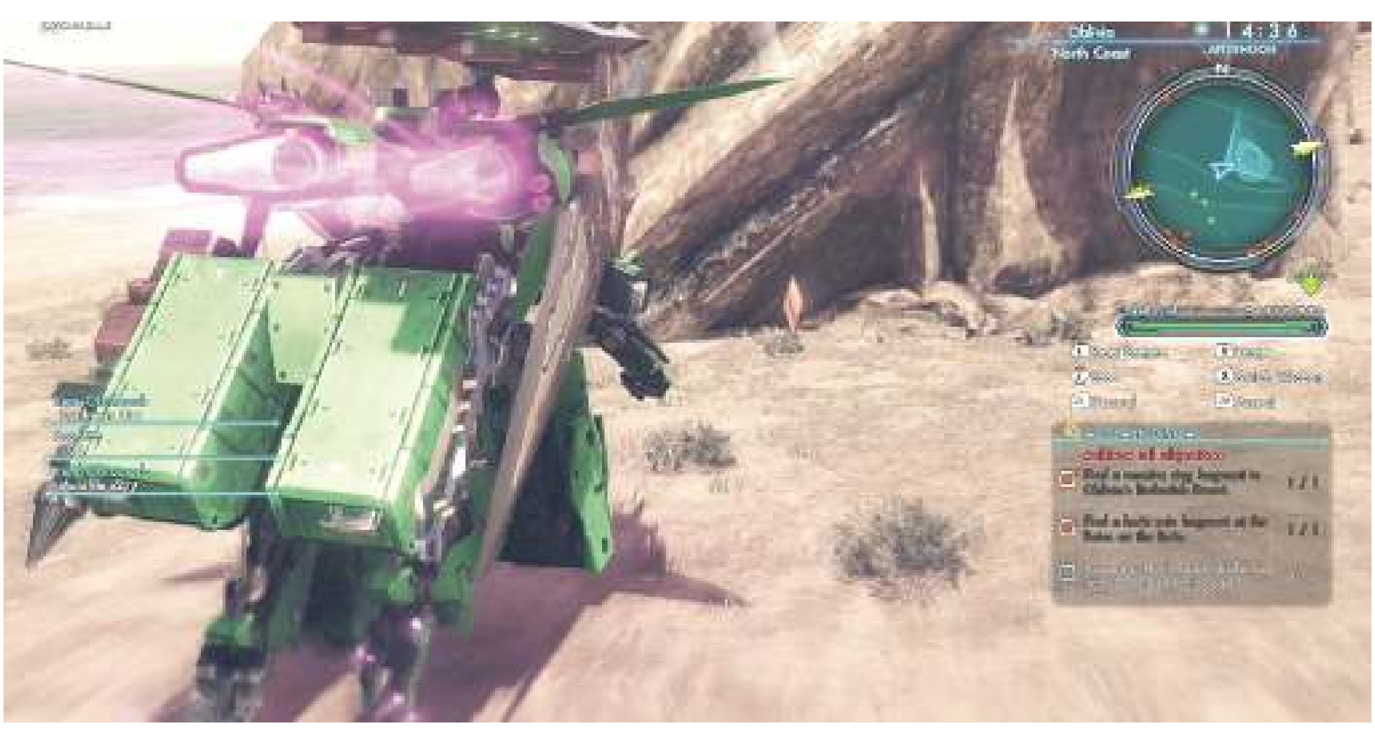
Objective 4

Achieve all objectives:

- **Find a massive ring fragment in Oblivia's Barbarich Desert.**
- **Find a butte ruin fragment at the Ruins on the Butte.**
- **Acquire a North Coast riddle rock from Oblivia's North Coast.**







Solan suggests checking some ruins for more info on the strange organism you've found. You can find the fragments at the places shown above. The mini-map leads you in their direction as well.

Objective 5

Talk to Solan at the Maintenance Center in the Administrative District.

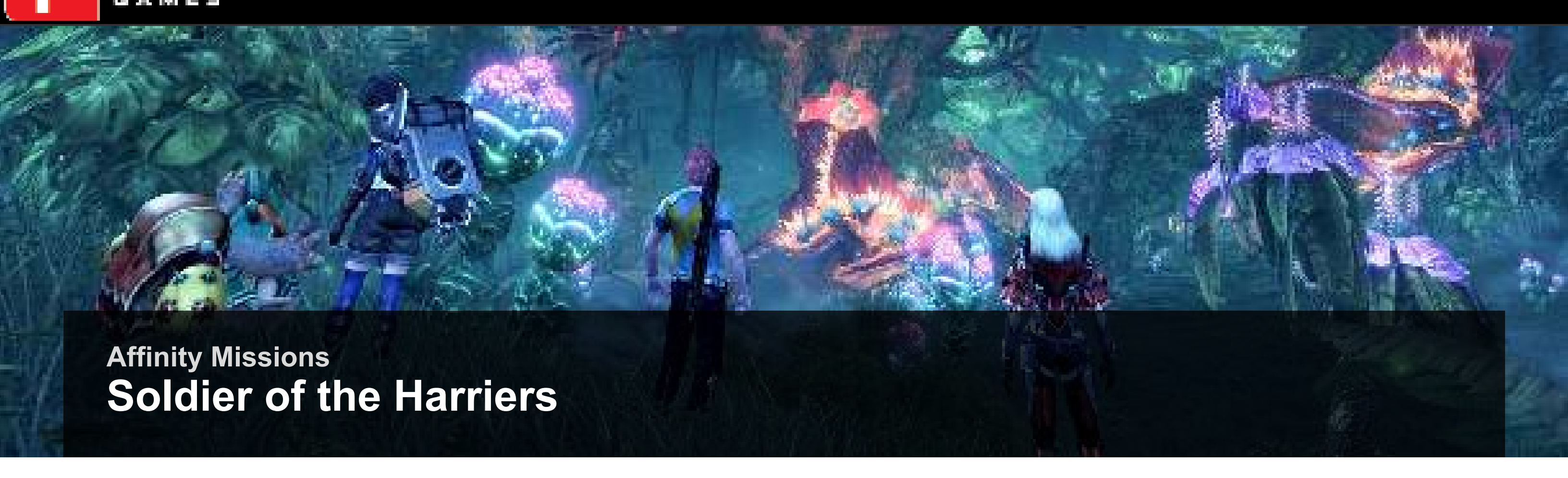
Q&A Time!

Phog
"Brother…"
Answer
Inquire about Solan: Ask whether Solan and Phog are brothers.
Inquire about Frye: Ask Phog if Frye is his brother.

Q&A Time!

Phog
"It's…a bit of a long story. Do you mind listening?"
Answer
Accept: Say that you're all ears.
Decline: Tell Phog that you're too busy for soliloquies.

Q&A Time!



Affinity Missions

Soldier of the Harriers

Mission Prerequisites

- **Level: 30**
- **Affinity: Doug (3 Hearts)**
- **Complete Chapter 7.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Doug.**

Mission Walkthrough

Doug approaches Team Elma with a hot mission tip, one that requires a private meeting. Hey, indulging curiosity never hurt anyone, right?

New Heart-to-Heart Mission: Soldier of the Harriers

Doug approached you with something of a tasty tale. Join him on an indigen hunt.

Objective 1

Talk to Doug at the diner in the Industrial District.

Q&A Time!

Elma

"Hmmm. Any thoughts?"

Answer

Betray: Suggest taking the job entirely for yourselves.

Negotiate: Demand 70 percent of the take.

Objective 2

Head to Sylvalum's Sandsprint Slope.

Soldier of the Harriers
Head to Sylvalum's Sandsprint Slope.

Sandsprint Slope is right on Lake Ciel, impossible to miss. The show starts as soon as you get there!

Objective 3

Defeat six rotund caro at Sylvalum's Sandsprint Slope.

Rotund Caro x6

Lv. 27-29: Enemy

Rotund Caro
Battle Menu

Since you've played through Chapter 6 already, prepare for déjà vu. In terms of battle tactics, these caro are the same as the ones in Oblivia and Cauldros. They're also below your level, so treat them like normal indigen fights, but mind their numbers and don't get overwhelmed.

Objective 4

Head into the depths at Sylvalum's Sandsprint Slope.

Soldier of the Harriers

Fight (or run) past the indigens on your way to the depths, and prepare for the fight ahead.

Objective 5

Defeat the stout caro at Sylvalum's Sandsprint Slope.

Stout Caro

Lv. 33: Enemy

Perfect
There! Let's take the fight to them!
Puke
Morale Level
FRONT / MIDDLE
SHM-XM240SA Sword
Breaker Crush
Target: Single Enemy

Just like the last battle, this is a replay of Chapter 6. Surround and dogpile on the caro, and don't ever give it an inch. Also, be mindful of any stray indigens in the area.

Q&A Time!

Lin

"Something wrong?"

Answer

Persist: Show no mercy to the little ones.

Relent: Spare the lives of the little ones.

Objective 6

Talk to Doug on West Melville Street in the Commercial District.

Q&A Time!

Doug

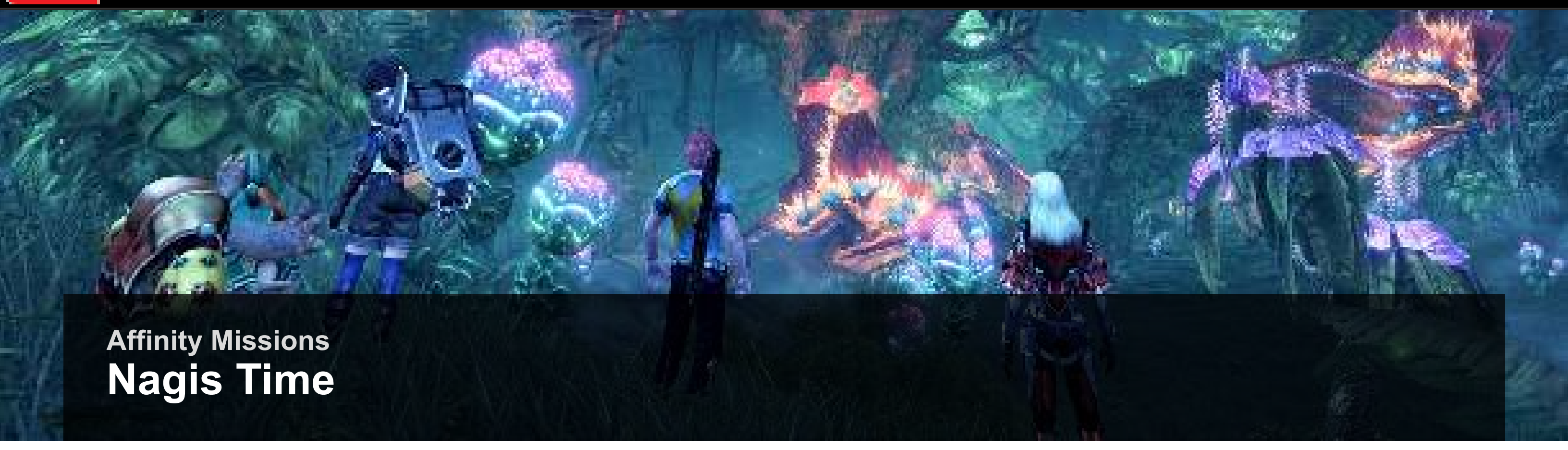
"High risk, high pay? I was your man."

Answer

Groan: Tell Doug he has some serious issues.

Approve: Say it was a noble gesture on his part.

Art Learned: Phenomenon (Photon Saber)



Nagis Time

Mission Prerequisites

- **Level: 32**
- **Complete Chapter 7.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

Vandham has arrived, and he's looking…rather sober. He has a good reason for this: Secretary Nagi, one of BLADE's top brass, has gone missing.

New Heart-to-Heart Mission: Nagi's Time

After setting off to inspect a piece of the Lifehold, Secretary Nagi dropped out of contact. Look into his whereabouts.

Q&A Time!

Elma

"At the same time, we don't want to jump to any conclusions, especially ones that could start a panic."

Answer

Agree: Claim that New LA would soon fall into chaos.

Mutiny: Claim that you are the new defense secretary now.

Worry: Ask if he thinks Nagi might be dead.

Objective 1

Look for Nagi at Primordia's Northpointe Beach.

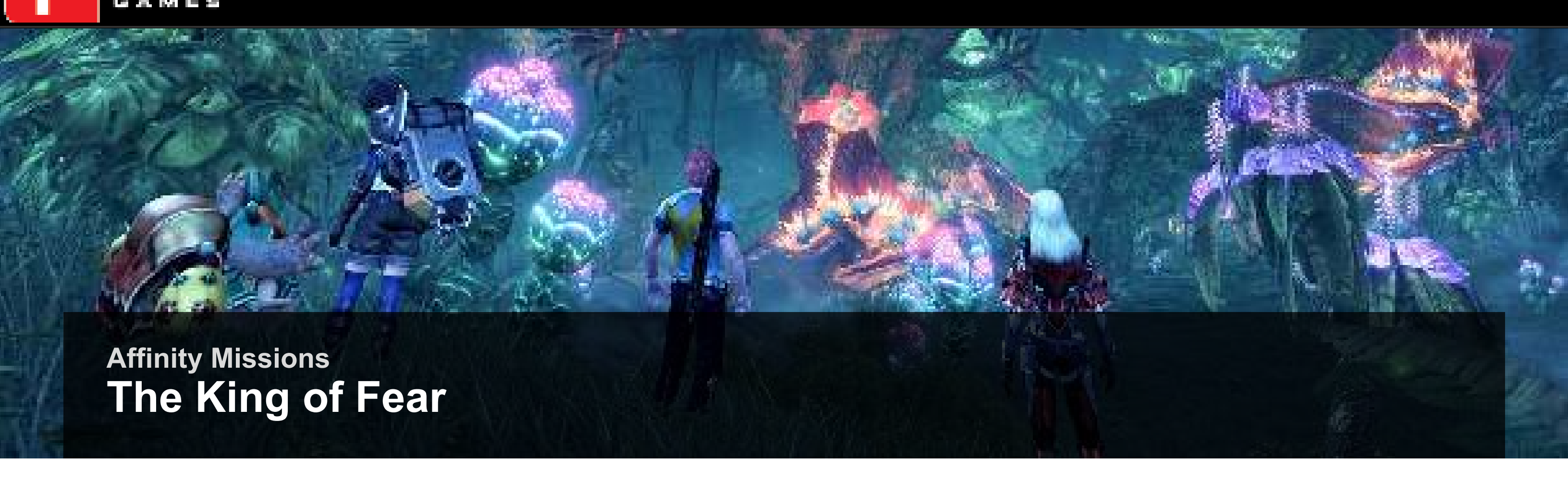
Prepare yourself for the easiest mission in the game, bar none. On top of that, you get a sweet new character out of it. Do what the objective says and head to Northpointe Beach. A cutscene plays and you see a piece of the Lifehold. Head to it.

Objective 2

Head to the northern part of Northpointe Beach and check on the situation.

» NEW PARTY MEMBER:
NAGI

Art Learned: True Stream Edge (Longsword)



Affinity Missions

The King of Fear

Mission Prerequisites

- **Level: 32**
- **Affinity: H.B. (2 Hearts)**
- **Complete Chapter 7.**
- **Survey 25 percent of Noctilum.**
- **Complete the "BFFs" affinity mission.**
- **Complete the "Prone Sweet Prone" mission.**
- **Complete the "A New Rival" affinity mission.**
- **Required Members: H.B.**

Mission Walkthrough

By now, you and H.B. are high-ranking BLADE operatives in the running for some lucrative positioning. Even in your alliance, however, rivalry persists, at least as far as H.B. is concerned.

Q&A Time!

H.B.
"I'll work my way up and drag BLADE kicking and screaming into the modern era."
Answer
Taunt: Tell H.B. you have no intention of giving up the position to him.
Decline: Tell H.B. you have no interest in such things.

New Heart-to-Heart Mission: The King of Fear

Eleonora has been in touch. Go with H.B. and speak to the Nopon.

Objective 1

Find the Nopon at Ishmael Hills in the Residential District.

Q&A Time!

H.B.
"Yes, all true I'm afraid. My partner here will attest to it."
Answer
Confirm: Say that it's all true and more.
Deny: Laugh at their absurd claims.

Q&A Time!

H.B.
"Well, I and my new assistant here. Isn't that right?"
Answer
Wonder: Ask H.B. if he's really going to steal a Harrier job.
Agree: Nod grimly and prepare for battle.

Objective 2

Talk to the Nopon at Noctilum's Lotus Keep Building Site.

Q&A Time!

H.B.
"I'll not permit another fragile life to be snuffed out by this…monster!"
Answer
Agree: Tell H.B. that you're just as angry as he is.
Query: Ask H.B. why he's becoming so emotional.

If you have not surveyed 30% of Noctilum yet, then the second objective begins with talking to Eleonora. You are then tasked with reaching 30% surveyance of Noctilum, then talking with Eleonora once more before talking to the Nopon at Lotus Keep.

Objective 3

Head to the blood-king's camp at Noctilum's Sapphire Table.

Objective 4

Achieve all objectives:

- **Defeat Blood-king Gelvo Banth at Noctilum's Sapphire Table.**
- **Defeat the Prone boxes at Noctilum's Sapphire Table.**
- **Defeat the Prone hearthkeepers at Noctilum's Sapphire Table.**

Prone Box x2

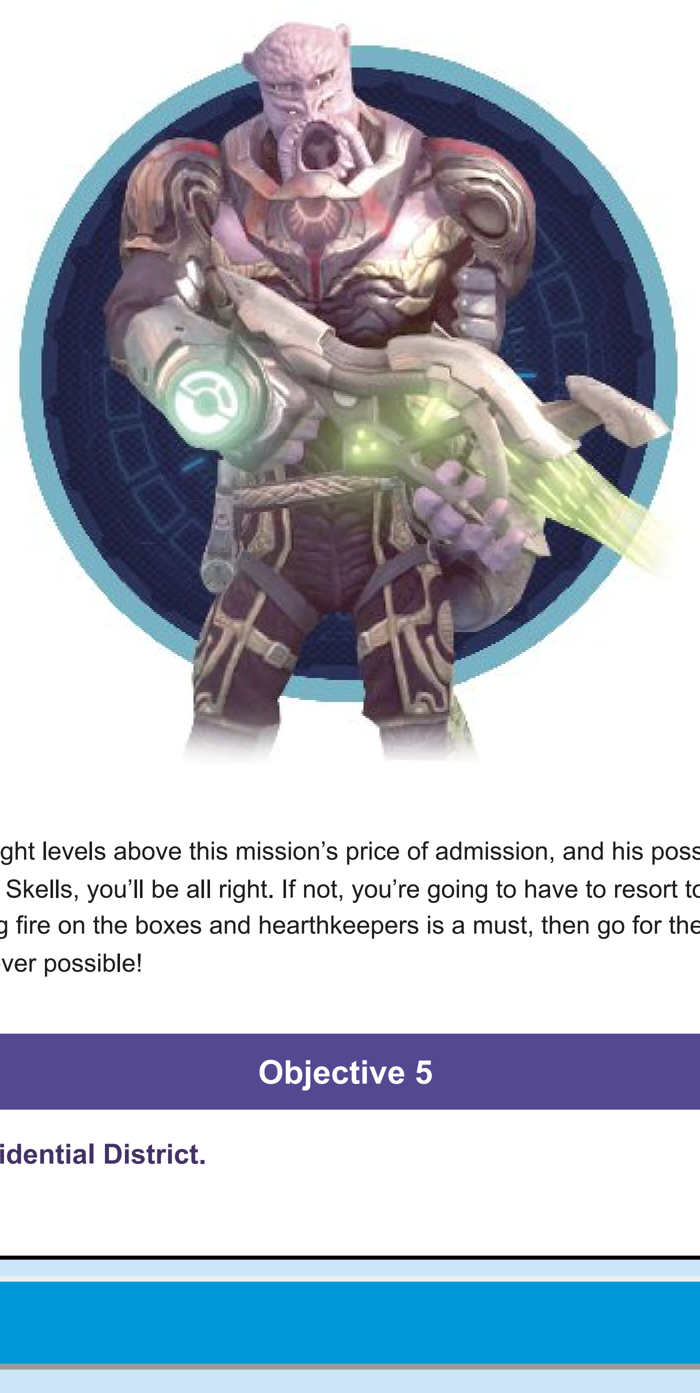
Lv. 30: Enemy

Prone Hearthkeeper x2

Lv. 34: Enemy

Blood-King Gelvo Banth

Lv. 40: Boss



The blood-king is a whopping eight levels above this mission's price of admission, and his posse is pretty tough, too, plus they outnumber you. If you're in Skells, you'll be all right. If not, you're going to have to resort to hit-and-run tactics and lots of buffs and debuffs. Concentrating fire on the boxes and hearthkeepers is a must, then go for the blood-king himself. Debuff, Topple, or use Overdrive whenever possible!

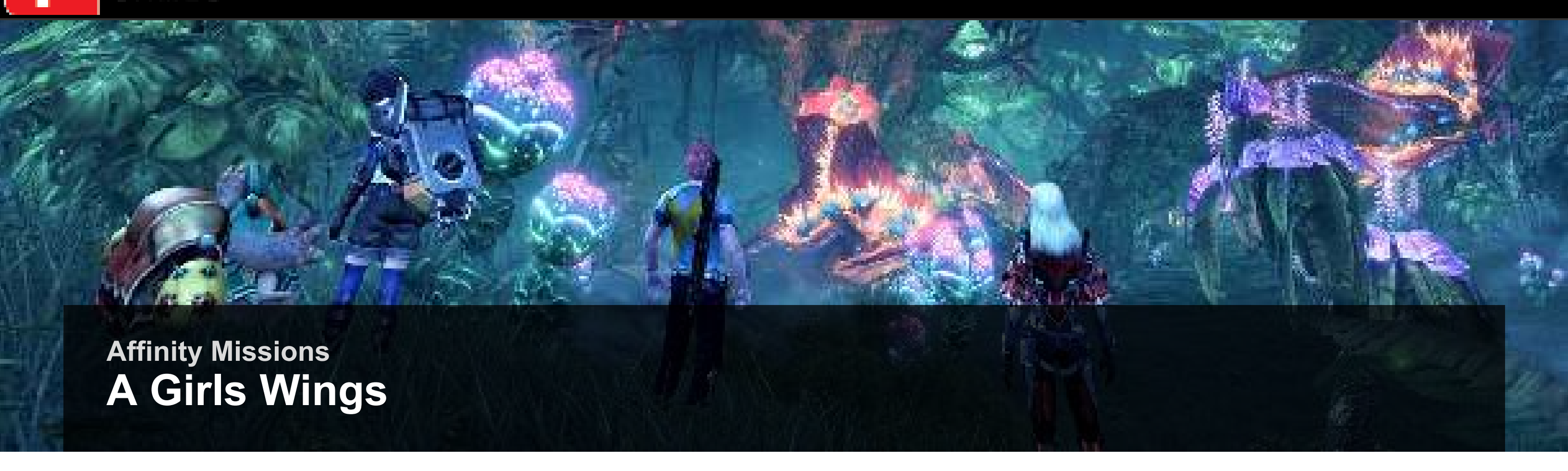
Objective 5

Report to Pulala in the Residential District.

Q&A Time!

H.B.
"And seeing you so happy makes me happy as well."
Answer
Agree: Tell H.B. he's completely right.
Tease: Ask H.B. if he wouldn't rather have fortune and glory.

Art Learned: Atomic Hit (Shield)



Affinity Missions

A Girls Wings

Mission Prerequisites

- **Level: 33.**
- **Complete chapter 9.**
- **Obtain a Skell license.**
- **Accept the "Flight Module" basic mission from the mission board.**

Mission Walkthrough

This mission is one of the biggies, and it's highly beneficial to complete it ASAP. This gives you the flight module for your Skells—once you have it, there's almost nowhere you can't go on Mira.

That said, such power requires a test of worthiness: You'll have to take on this entire mission by yourself if you want the goods.

Q&A Time!

Lin
"But that's all a perfectly natural part of the R&D process! Right?"
Answer
Agree: Say that such things are an acceptable price to pay for science.
Disagree: Say that no project is worth such risk.

Q&A Time!

Vandham
"Sorry to surprise you with this, but can you go salvage those materials?"
Answer
Accept: Say that you'll handle it.
Decline: Tell Commander Vandham that you're no good at gathering missions.

Tatsu's Tips: Help in Advance

Take a look at this mission's objectives before starting it. You can go out with your full party and do your fighting and gathering so that when you do start the mission, what's left will be child's play!

New Affinity Mission: A Girl's Wings

The Skell flight module has failed in testing a few too many times. See if you can help it get through development.

Objective 1

Achieve all objectives:

- **Get an upgraded coil from the oc-servs of Sylvalum.**
- **Get a light-speed jet fin from the aetrygons of Oblivia.**

You can find aetrygons around the watery areas of Oblivia and the oc-servs at the northern exit out of Seabird's Beak in Sylvalum. It'll just be you and your Skell fighting these, so be careful. Still, these are low-level indigens that shouldn't prove a problem.

Objective 2

Head to the Outfitters Test Hangar in the Industrial District.

Q&A Time!

Vandham
"You'd have to be reeeeal crazy…"
Answer
Agree: Volunteer to be the test pilot.
Deflect: Say that Doug is the logical choice.

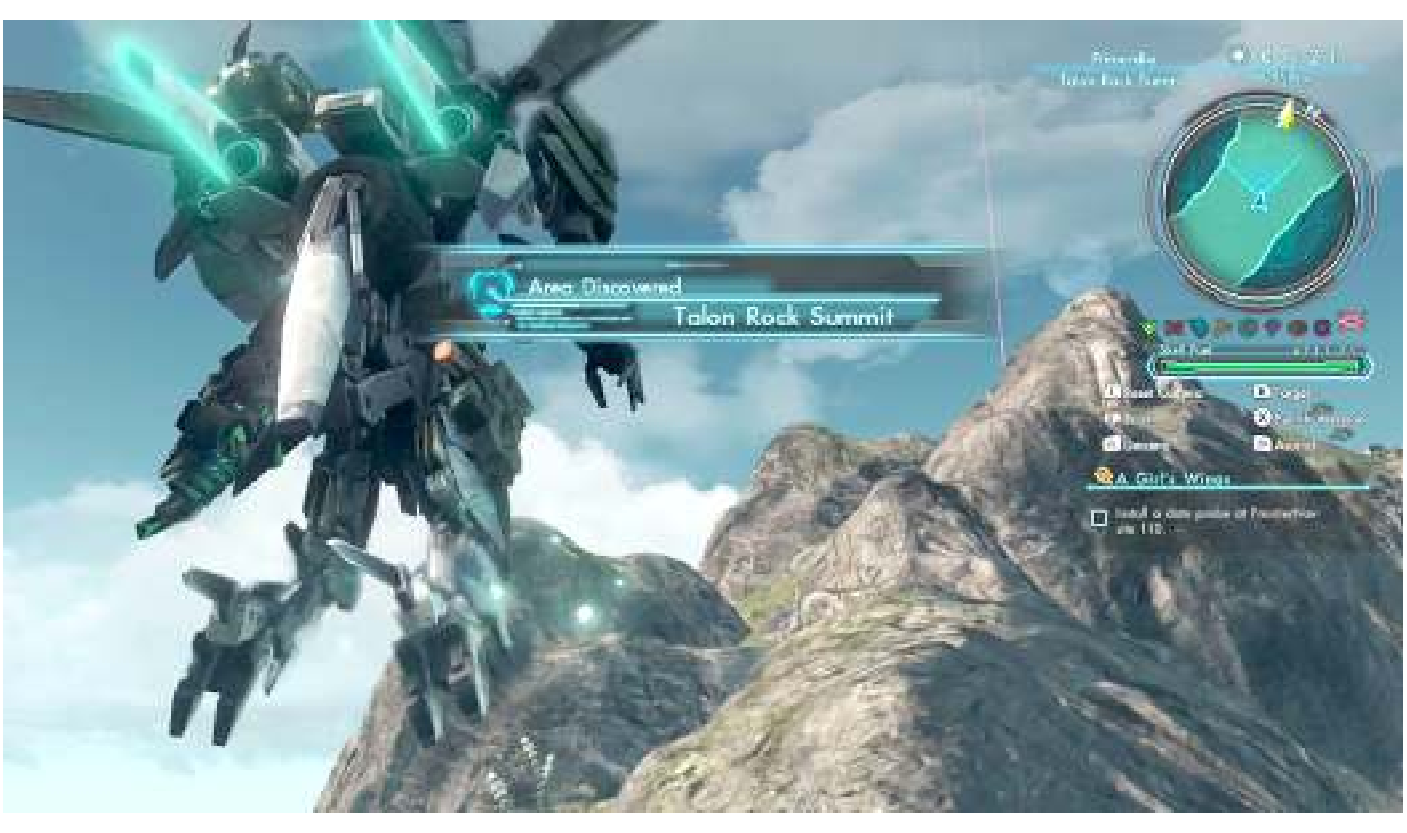
Q&A Time!

Vandham
"Ready to put your life in the hands of this thing?"
Answer
Affirm: Give a thumbs-up.
Deny: Say you're feeling pretty sleepy right now.

When you come out of the cutscene, you're in a Skell equipped with the experimental flight system. Time to put it to the test! Jump while inside the Skell to activate flight automatically.

Objective 3

Install a data probe at FrontierNav site 110.



Sector 110 is the Talon Rock Summit, which has been, until now, too high to reach. Fly up until you reach the top of Talon Rock's overpass. The probe point will be in plain sight.

Q&A Time!

Lin
"Tell me everything down to the tiniest detail. I need it ALL!"
Answer
Cheer: Tell them that you flew with no problems.
Grumble: Say it's a bit difficult to control.

Objective 4

Go to Vandham at the Outfitters Test Hangar in the Industrial District.

Q&A Time!

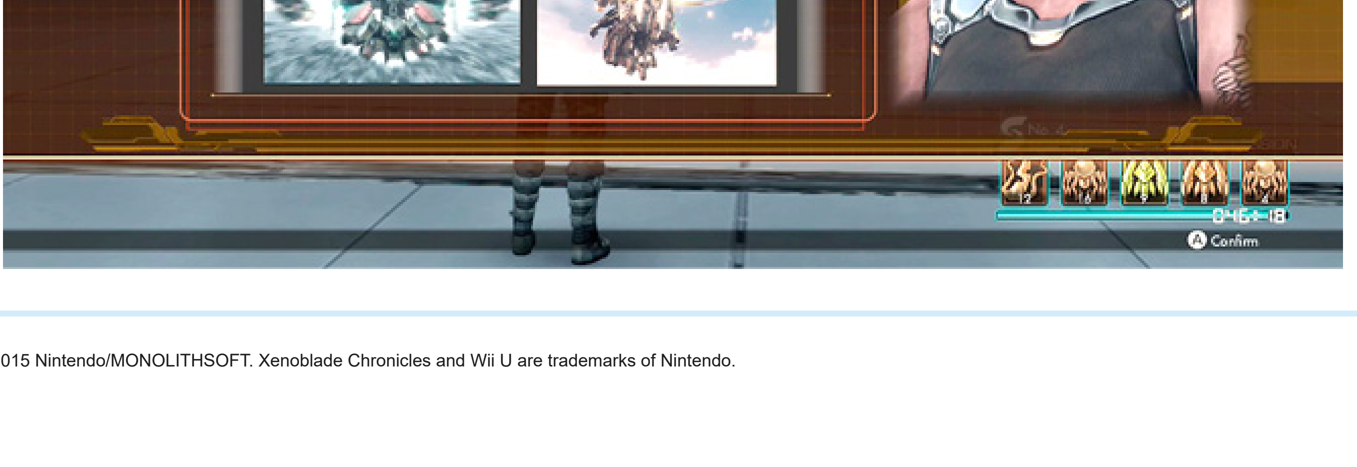
Lin
"But I had to do this. I had to make my dream a reality."
Answer
Inquire: Ask Lin why this was so important to her.
Ponder: Ask Lin how many failures she experienced to reach this point.

Q&A Time!

Vandham
"You too. Thanks for all your support."
Answer
Enthuse: Promise that you'll use the Skell flight module to protect everyone in NLA.
Worry: Say that Skell pilots will likely need advanced technical training.

Mechanical Advancement: The Sky's the Limit

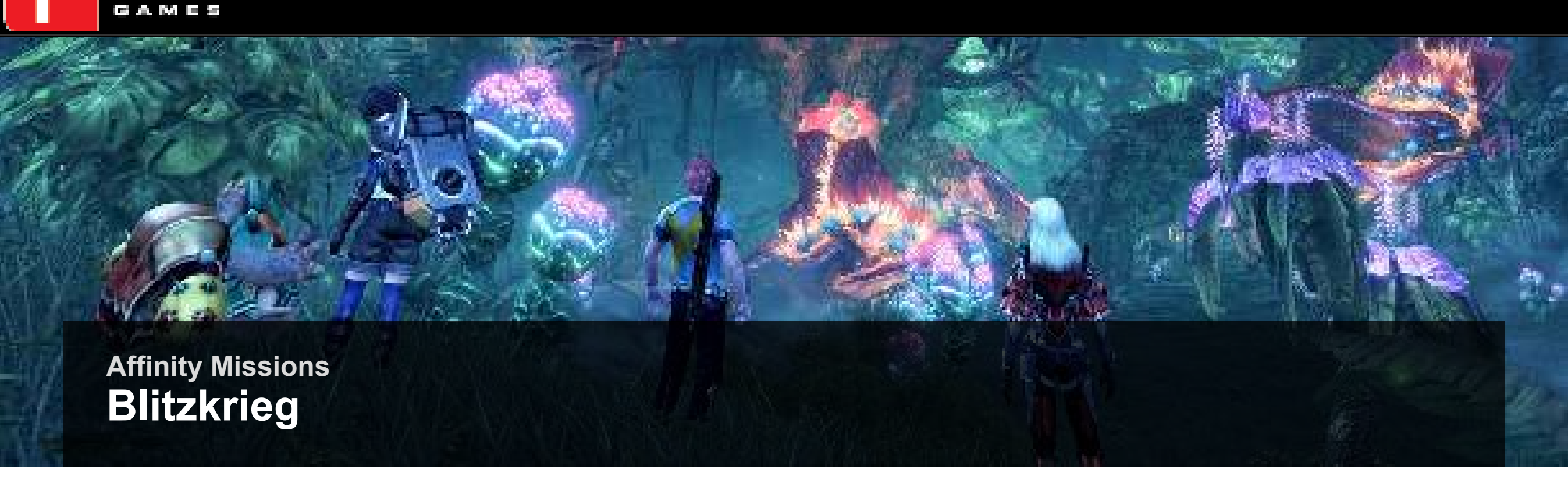
Congratulations—your Skells now have flight capabilities! Now you can discover previously inaccessible territories, enemies, and treasures hidden in the skies!



Vandham's Advice

A Surprise from the Commander

Looks like the flight module project's finally off the ground. I owe you one—which is exactly why I took the liberty of modifying your Skells with the new flight tech. This project's been a personal dream of mine, so it's really the least I could do.



Affinity Missions

Blitzkrieg

Mission Prerequisites

- **Level: 33.**
- **Affinity: Phog (3 Hearts), Frye (3 Hearts).**
- **Complete Chapter 8.**
- **Complete the "A Great Divide" affinity mission.**
- **Complete the "A Foggy Dilemma" affinity mission.**
- **Complete the "Bottoms Up" affinity mission.**
- **Restricted Members: Phog and Fry.**

Mission Walkthrough

NLA has acquired intelligence that the Ganglion are about to try an attack on the city. Defend the city!

Phog or Frye?

This mission has two completely different battle scenarios, depending on whom you choose to accompany at the mission's start. Thus, choosing to defend with Phog is covered first, then choosing to strike out with Frye.

New Affinity Mission: Blitzkrieg (Phog)

A large-scale military maneuver is about to begin. Together with Phog, you'll be defending New LA.

Q&A Time!

Phog
"Stay safe, Frye."
Answer
Query: Ask Phog if he is worried about the mission.
Sympathize: Tell Phog you're sorry he and Frye still are not on good terms.

Objective 1

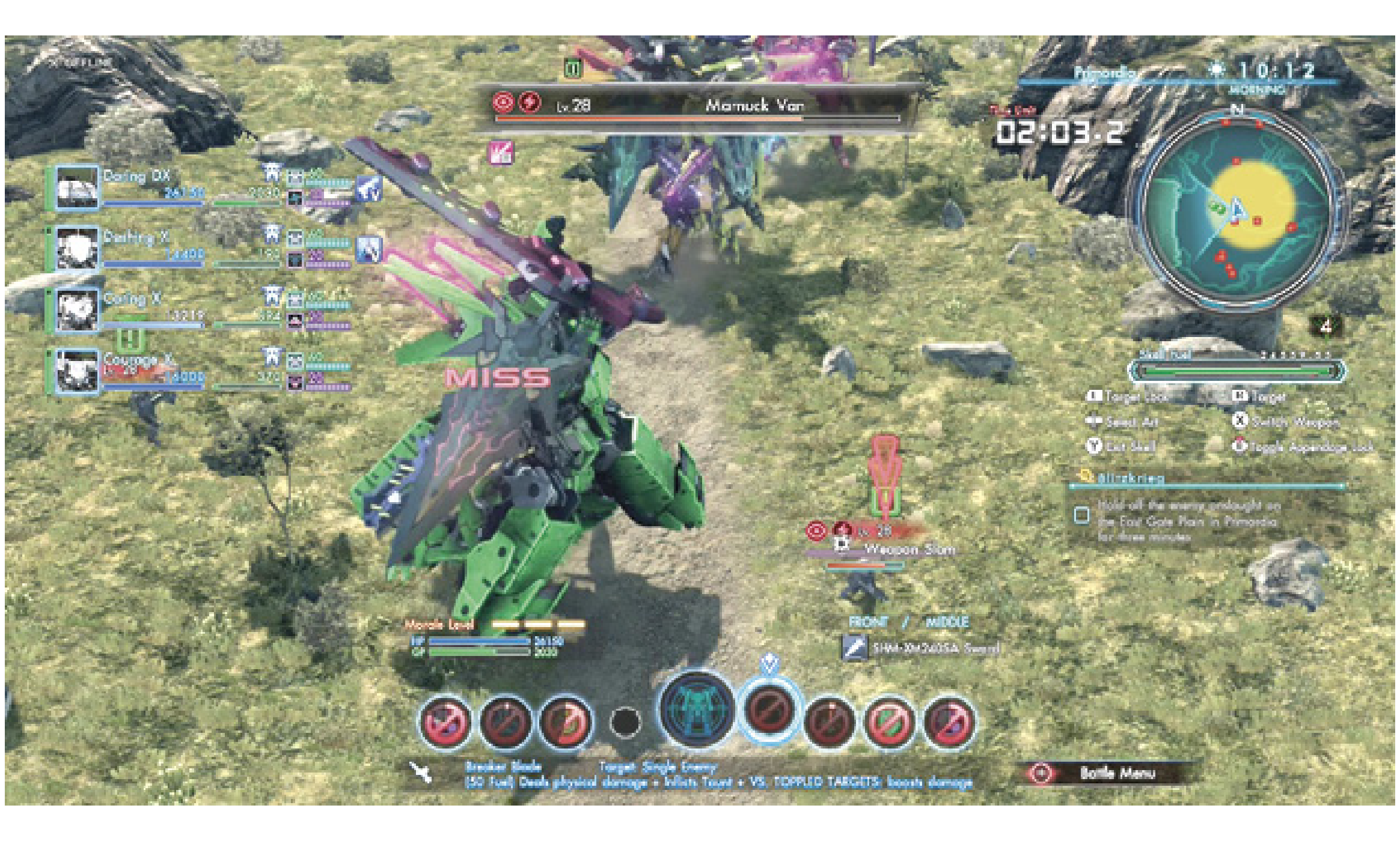
Talk to Walter on the East Gate Plain in Primordia and begin the defense.

Q&A Time!

Walter
"So, then, all ready to begin?"
Answer
Affirm: Say that you were born ready.
Shake Head: Indicate that you need time to prepare.

Objective 2

Hold off the enemy onslaught on the East Gate Plain in Primordia for three minutes.



You fight groups of Marnuck grunts that will be below your level no matter what. Dispatch them however you see fit, but beware their larger numbers as you do so.

Q&A Time!

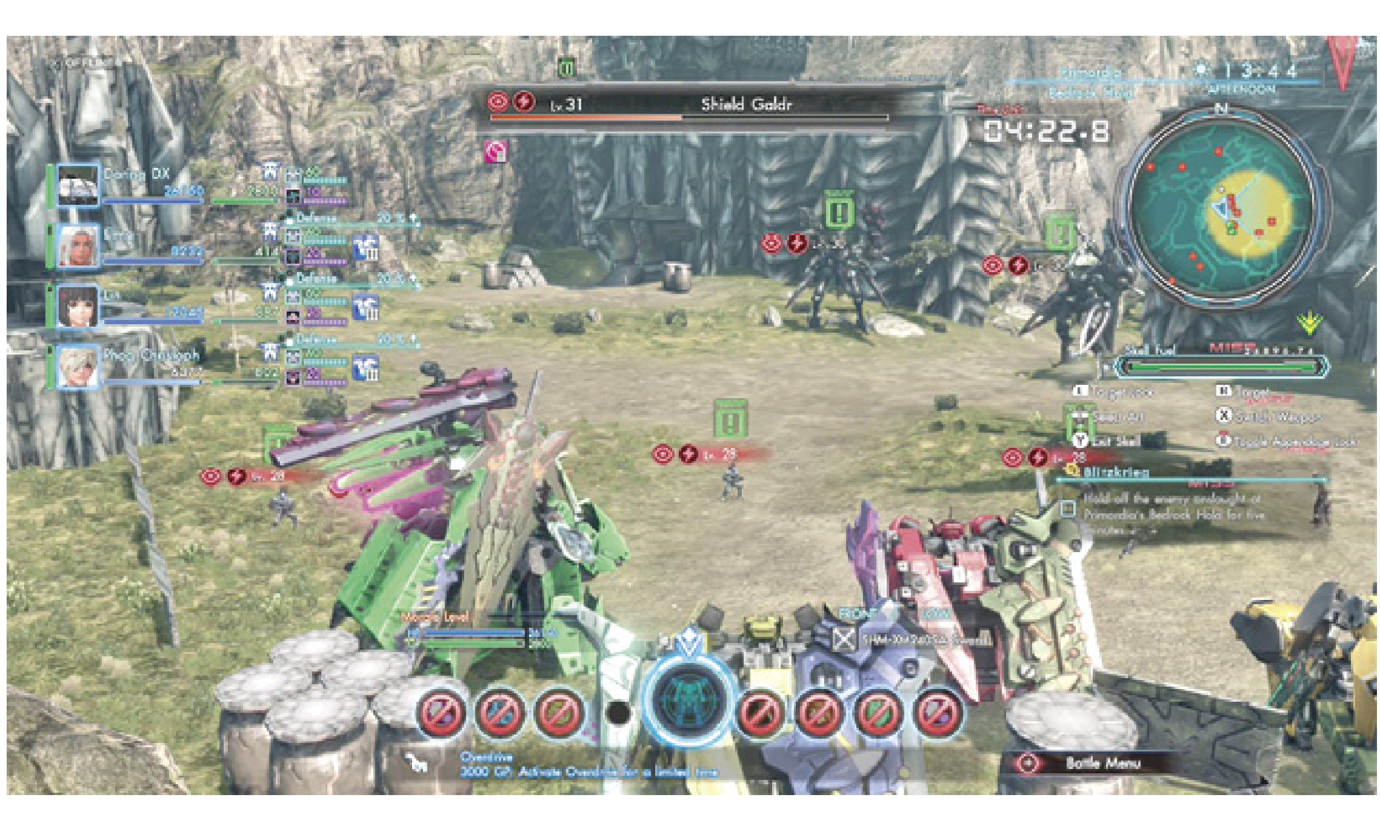
Phog
"I'm thankful for all the work we've done together."
Answer
Downplay: Tell Phog that he got where he is through his own efforts.
Brag: Remind Phog how awesome your advice is.

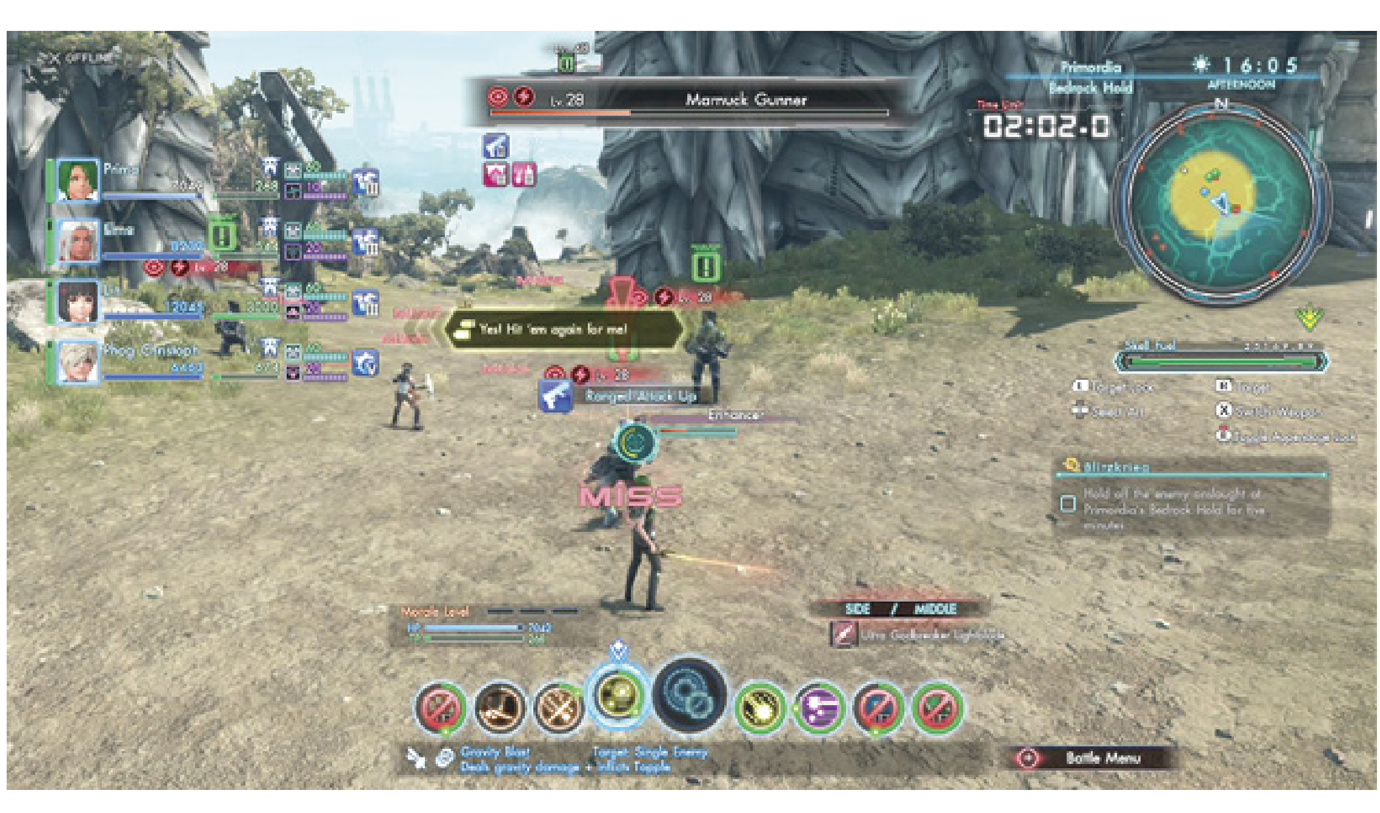
Objective 3

Head to Primordia's Bedrock Hold and rescue Frye.

Objective 4

Hold off the enemy onslaught at Primordia's Bedrock Hold for five minutes.





If at all possible, bring your Skells. They mean the difference between an easy time or a somewhat tough fight. You fight the same Marnuck mooks as before, but this time they have a huge Galdr unit with them as well as a couple of Qmoevas, and you have to hold out for five minutes instead of three.

Skells can utterly rock this battlefield. However, if you're on the ground, order your party members to concentrate fire on everyone they come across.

Q&A Time!

Phog
"Guess I should thank you, too."
Answer
Nod: Say that you just did what any friend would do.
Mooch: Tell Frye that he can pay you back with drinks.

New Affinity Mission: Blitzkrieg (Frye)

A large-scale military maneuver is about to begin. Together with Frye, you launch an assault on Primordia's Bedrock Hold.

Q&A Time!

Frye
"You've gone on missions with Phog before, right? How, uh…how was he?"
Answer
Praise: Tell Frye that Phog performed excellently.
Chuckle: Tell Frye that Phog is…unique, but that it is part of his charm.
Criticize: Bluntly tell Frye that Phog was difficult to work with.

Q&A Time!

Frye
"I never have any clue what he's thinking."
Answer
Argue: Tell Frye what Phog told you about their father.
Listen: Hear Frye out.

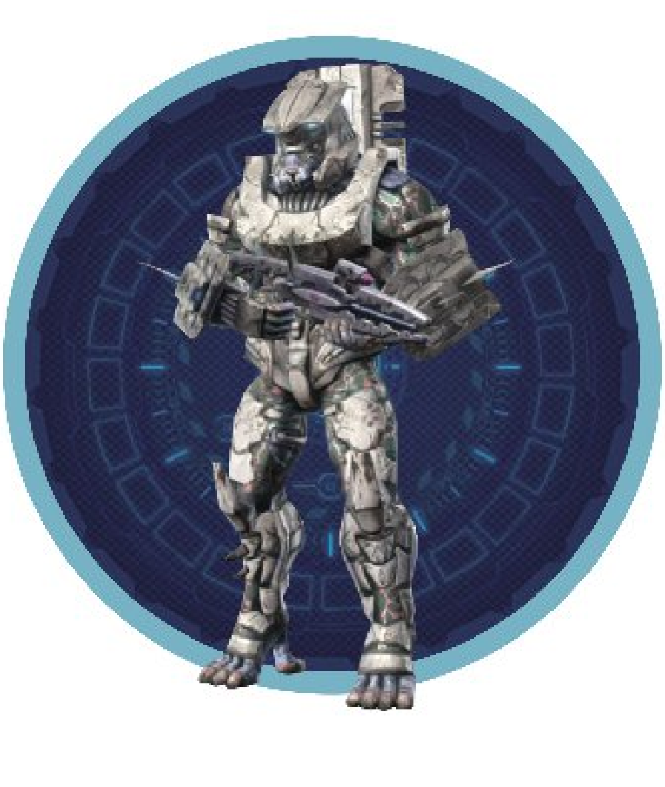
Objective 1

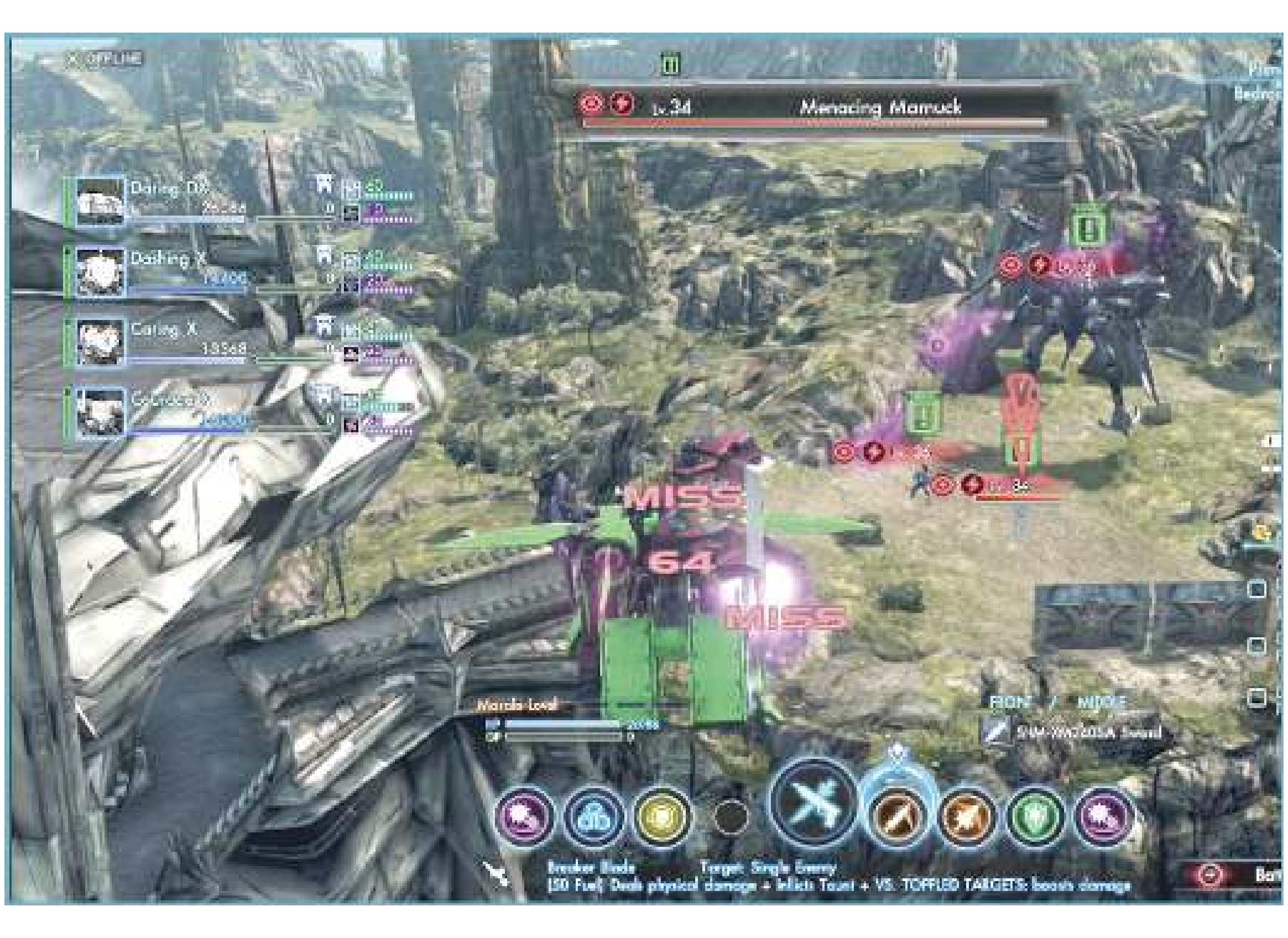
Achieve all objectives:

- **Defeat the menacing Marnuck in Primordia's Bedrock Hold.**
- **Defeat the Marnuck gunner in Primordia's Bedrock Hold.**
- **Defeat the guard Qmoeva in Primordia's Bedrock Hold.**

Menacing Marnuck

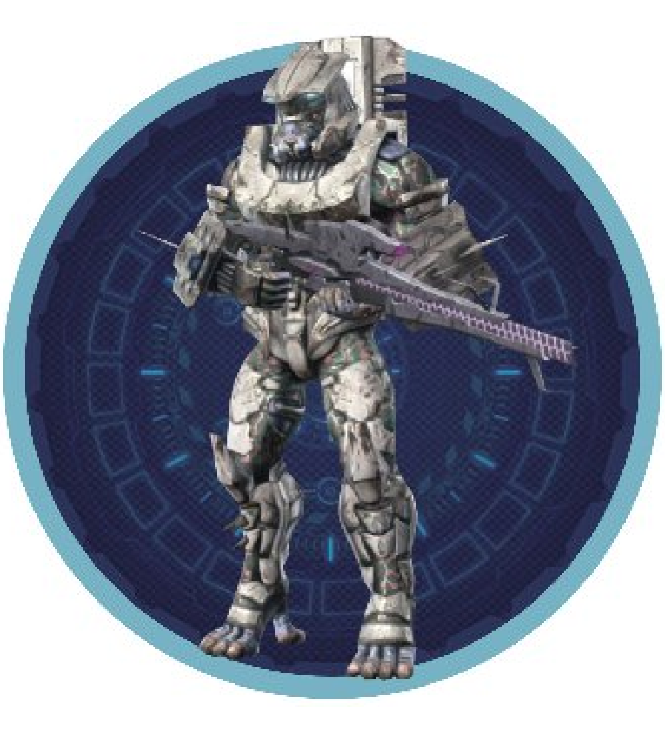
Lv. 34: Enemy

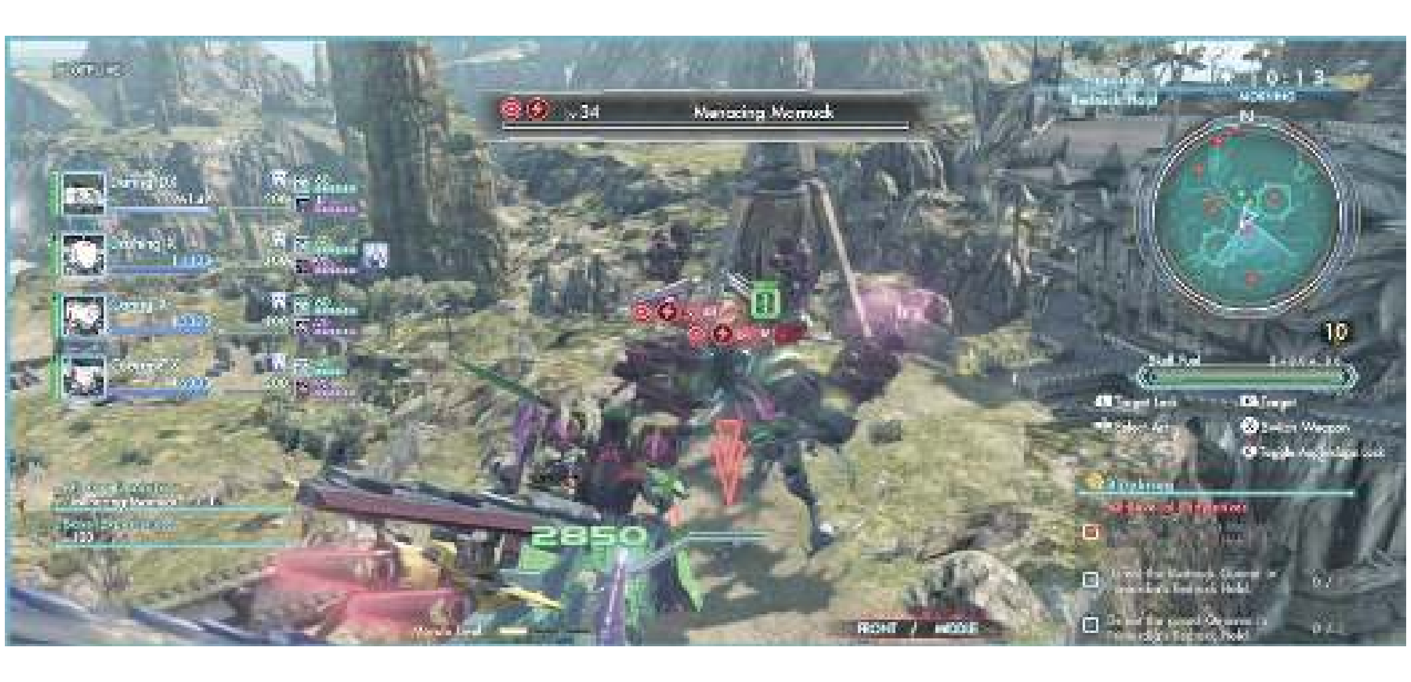




Marnuck Gunner

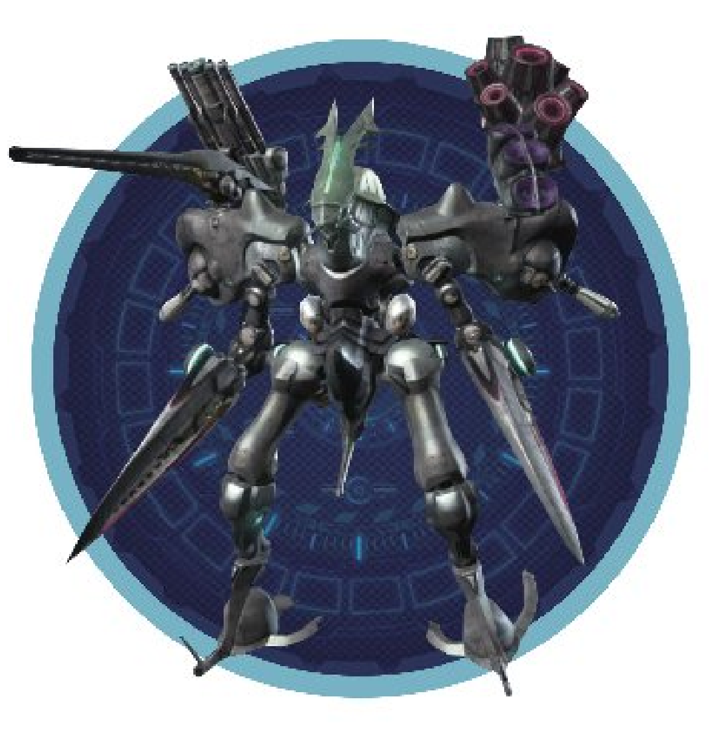
Lv. 35: Enemy





Guard Qmoeva

Lv. 36: Enemy



This is one of those missions that's laughably easy with Skells and rather hard without. So get some Skells, roll over to the fortress, eyeball the Qmoeva, then destroy it and the two grunts beside it.

Air support with levels in the 40s may show up while you're dispatching your quarry, but they're not required hunting, so if you're afraid for your Skells, either concentrate and take them out quickly before going for your real targets, or simply make sure the job is done, then run like heck.

Q&A Time!

Frye
"You ready to party?"
Answer
Accept: Tell Frye that you're up for anything.
Decline: Say that you're worried about the others.

Objective 2

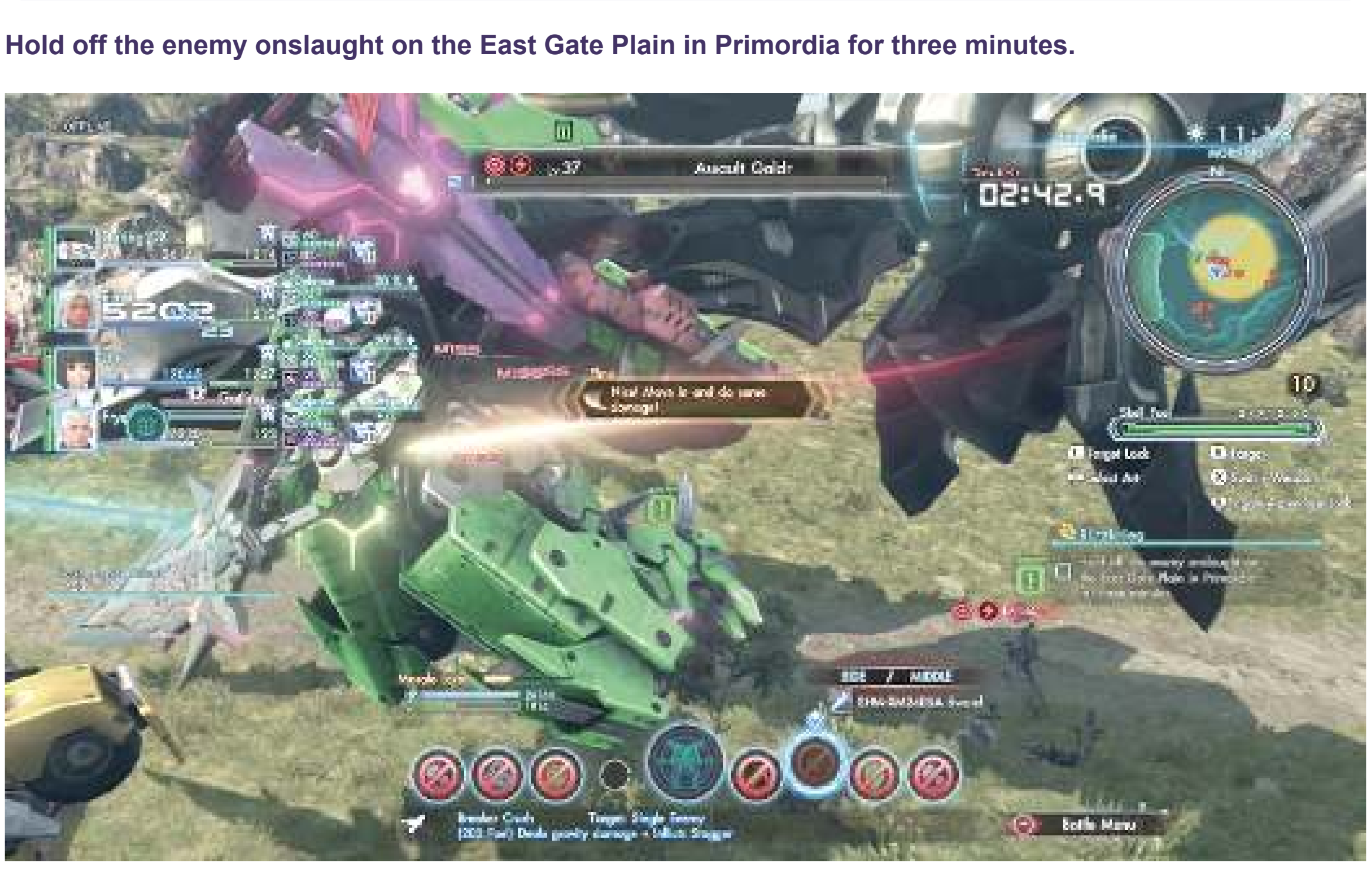
Head to the East Gate Plain in Primordia and rescue Phog.

Q&A Time!

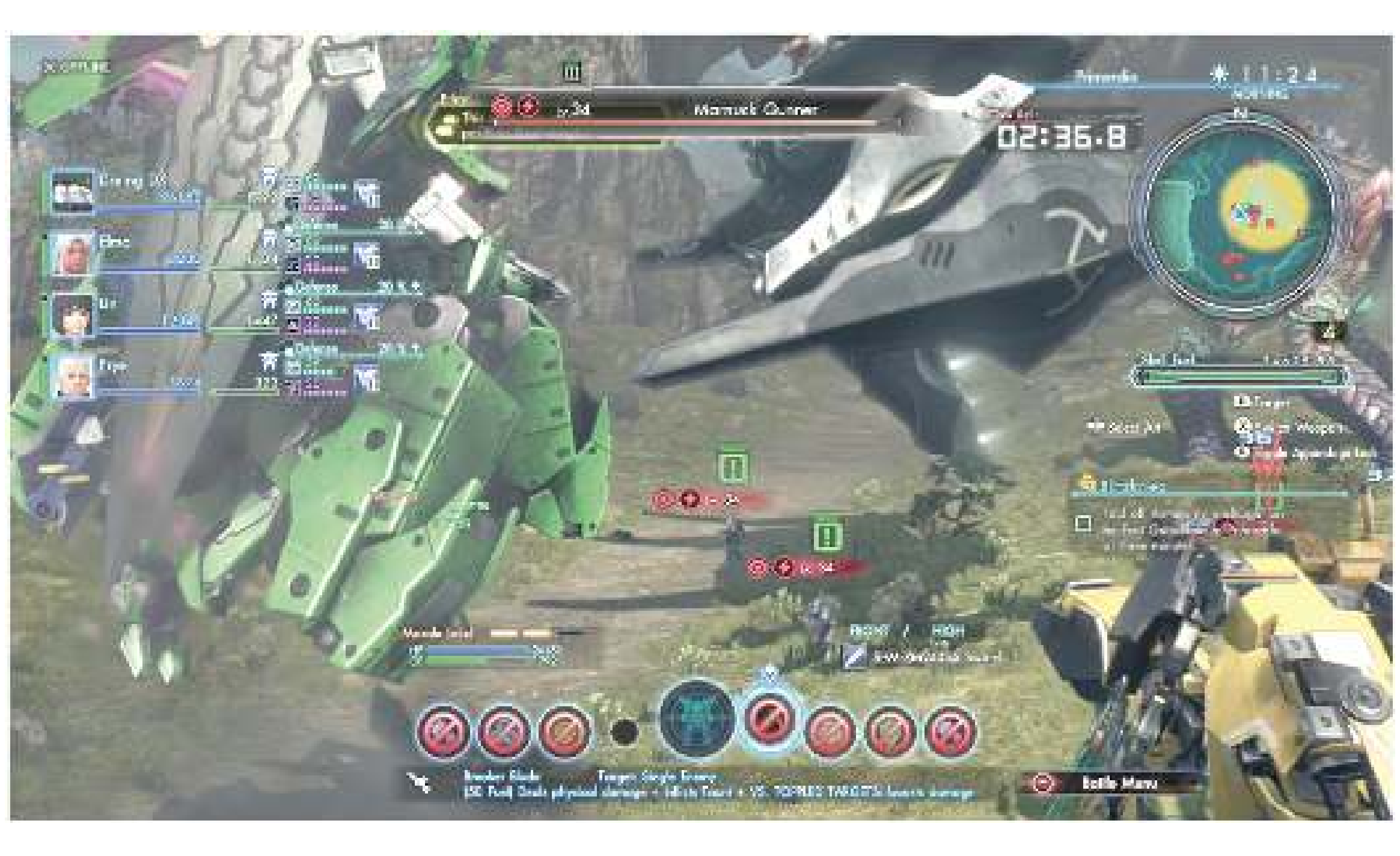
Frye
"You ready? We're not letting this city fall!"
Answer
Nod: Confirm that you're ready to go.
Shake your head: Say that you need time to prepare.

Objective 3

Hold off the enemy onslaught on the East Gate Plain in Primordia for three minutes.



Once again, Skells make an absolute world of difference. You're fighting massive Galdrs along with Marnuck mooks. They come two at a time, so concentrate fire on individual enemies, especially if you're on the ground.

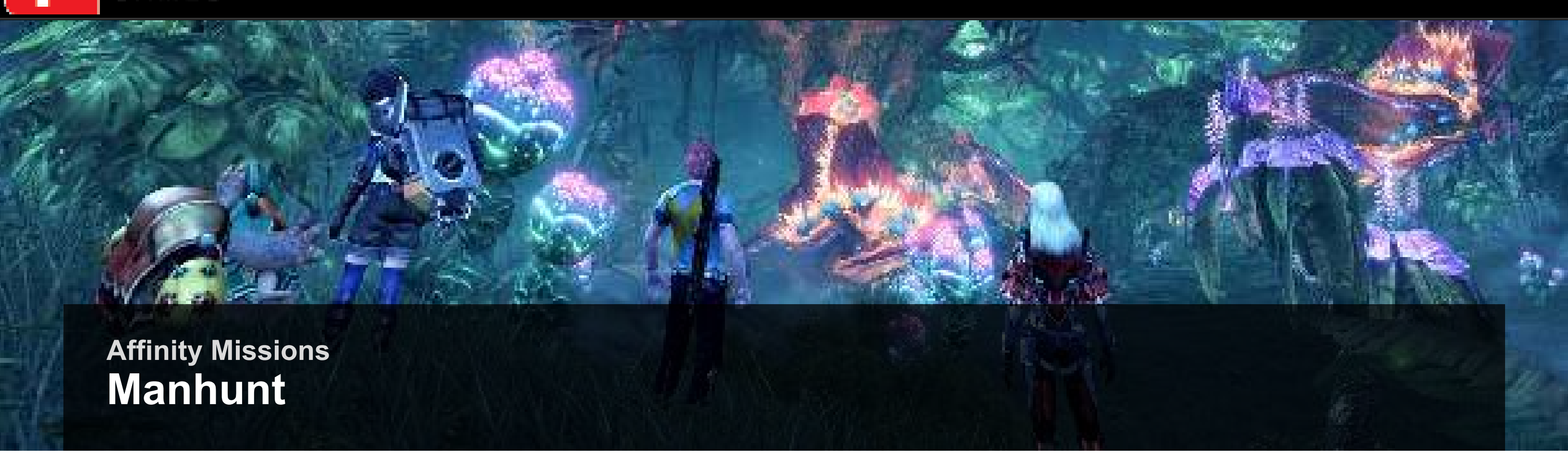


Hold out for three minutes and you're in the clear.

Q&A Time!

Frye
"You're coming too, right?"
Answer
Accept: Say that you wouldn't miss it.
Decline: Give the brothers some time to catch up.

Arts Learned: Crisis Zone (Dual Sword), Bullet Twister (Gatling Gun)



Affinity Missions

Manhunt

Mission Prerequisites

- **Level: 33.**
- **Complete Chapter 8.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

Vandham says he's got a mission that's right up your alley—something dangerous. Dagahn and Ryyz have been spotted in Noctilum. It's up to Team Elma to check it out. This affinity mission is a requirement for Chapter 10.

New affinity Mission: Manhunt

There have been reports that the pair who raided New LA have been sighted in Noctilum. Go there and investigate.

Objective 1

Head to Noctilum's Qing Long Glade to investigate.

Q&A Time!

Elma

"It's strange…a campfire doesn't strike me as their style…"

Answer

Advise: Suggest you take a look around.

Caution: Warn the others that you heard something.

Q&A Time!

Elma

"What do you think?"

Answer

Agree: Go with Lin's plan and shake them down for intel.

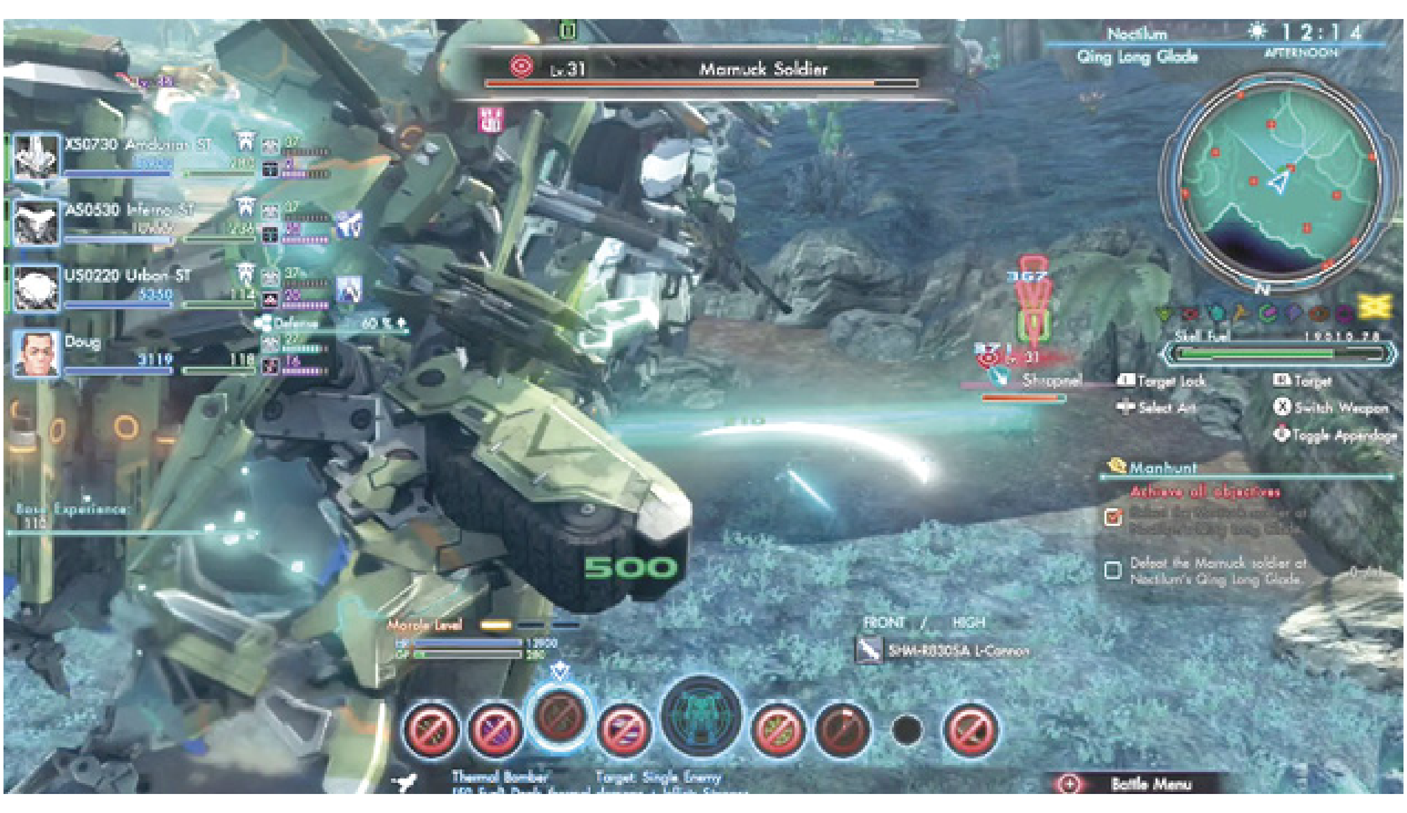
Disagree: Keep searching instead.

Please note, choosing to "Keep searching instead" bypasses the next listed objective.

Objective 2

Achieve all objectives:

- **Defeat the Marnuck soldier at Noctilum's Qing Long Glade.**
- **Defeat the Marnuck soldier at Noctilum's Qing Long Glade.**


Lv.31 Marnuck Soldier
Noctilum
Qing Long Glade
12:14
AFTERNOON
Doug
500
Manhunt
Achieve all objectives
Defeat the Marnuck soldier at Noctilum's Qing Long Glade
FRONT / HIGH
SHM-R030SA L-Cannon
Thermal Bomber
Target: Single Enemy
Battle Menu

The Marnucks are below your party's level and can be taken on like any other troopers. Go ahead and defeat them so you can interrogate them, then continue your search.

Objective 3

Head to Noctilum's Shark's Jaws.

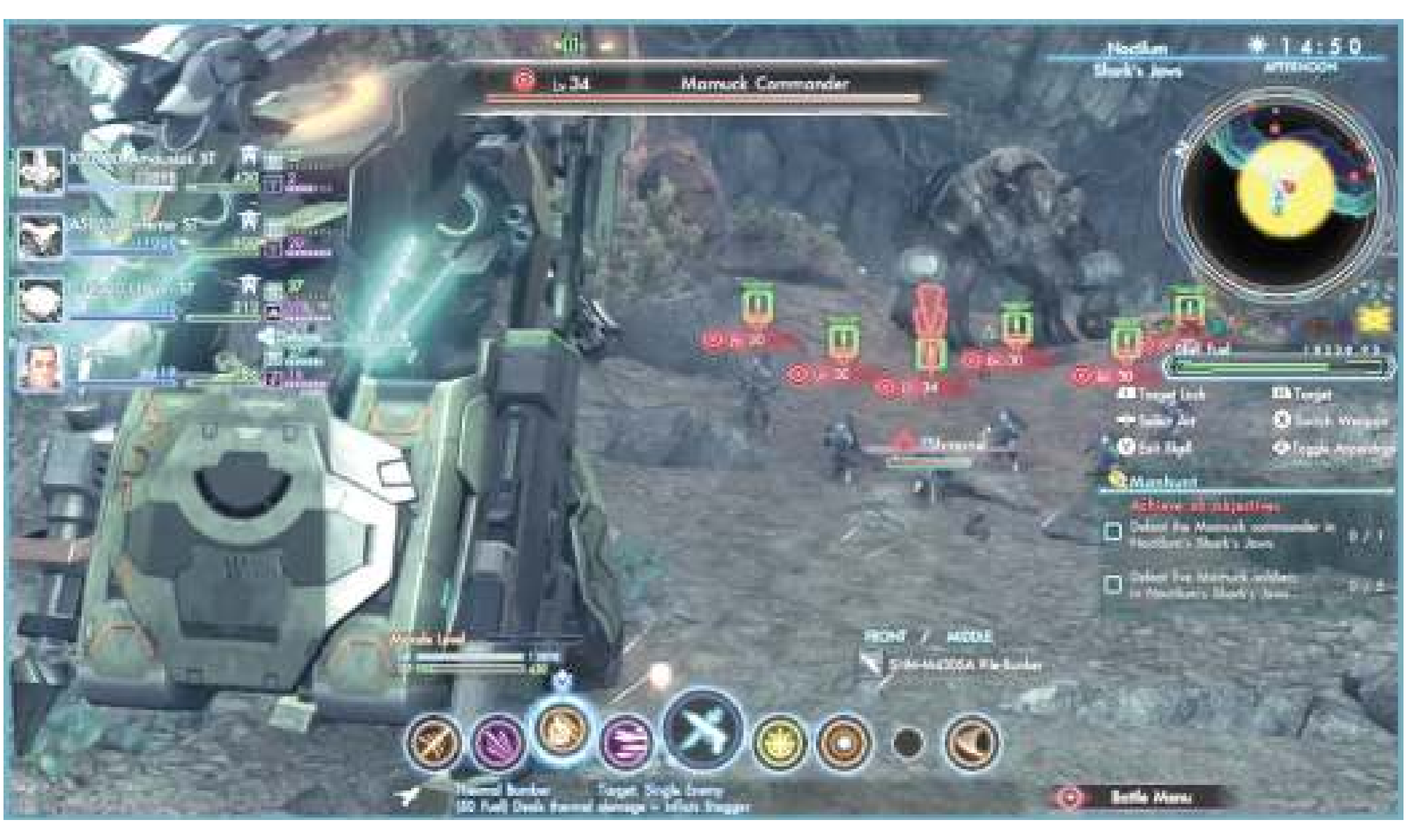
Objective 4

Achieve all objectives:

- **Defeat the Marnuck commander at Noctilum's Shark's Jaws.**
- **Defeat the Marnuck soldiers at Noctilum's Shark's Jaws.**

Marnuck Soldier x5

Lv. 21-30: Boss


Lv.34 Marnuck Commander
Noctilum
Shark's Jaws
Battle Menu

Marnuck Commander

Lv. 31-40: Boss

The numbers make this battle much tougher if you're on foot. If you feel comfortable with being able to take out the commander in a timely fashion, then concentrate your fire on him. Otherwise, take out the soldiers first, as quickly as possible, by taking each one on four-on-one. As in most fights, lowering numbers and heavy hits are the most important priorities.

Q&A Time!

Lin

"Well, either way, it's not safe here."

Answer

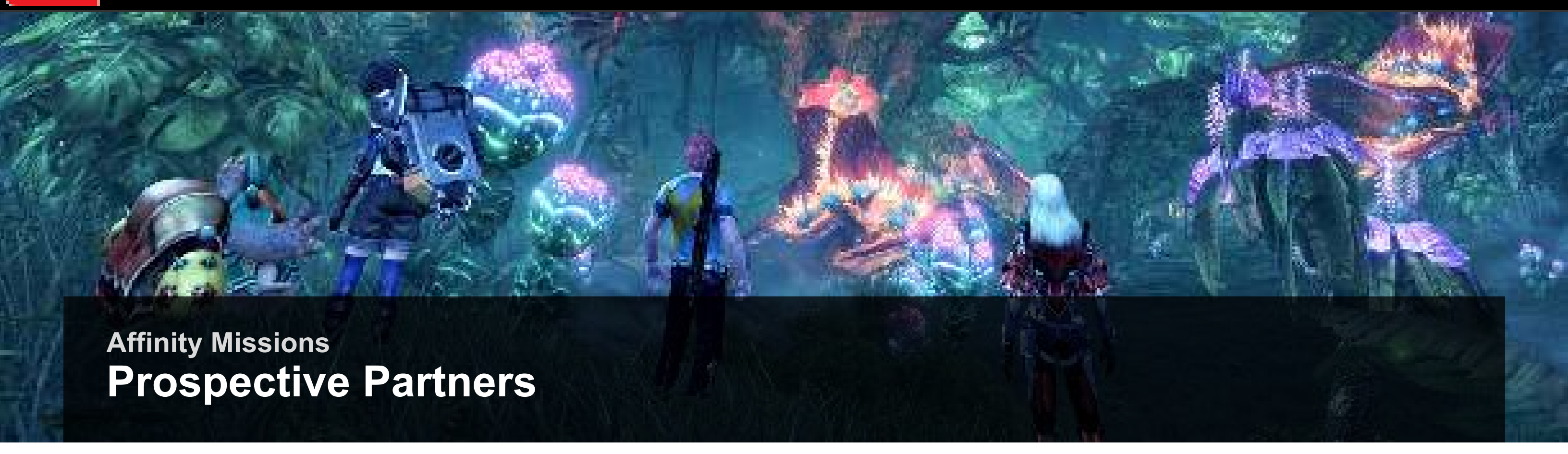
Worry: Express concern for the two of them.

Interrogate: Demand to know their background.

Objective 5

Check on Celica at the Integrated Production Plant in the Industrial District.

NEW PARTY MEMBER:
CELICA.



Affinity Missions

Prospective Partners

Mission Prerequisites

- **Level: 34.**
- **Complete Chapter 9.**
- **Survey 18 percent of planet Mira.**
- **Complete the "Spy Games" affinity mission.**
- **Required Members: Elma and Lin.**
- **Restricted Members: Nagi.**

Mission Walkthrough

Rumors have surfaced of infighting between Ganglion factions. Can BLADE take advantage of this while also expanding its sphere of influence?

New affinity Mission: Prospective Partners

Chausson has decided to expand his investigation of the Ganglion to include all of the Miran land masses.

Objective 1

Explore 20 percent of Mira.

Objective 2

Report back to Director General Chausson inside BLADE Tower.

Q&A Time!

Tatsu
"Wrothian? Tatsu hear that name someplace before…"
Answer
Remember: Recall that those were the lion-esque people.
Admire: Describe them as a proud and fierce people.
Grumble: Claim they're all a bunch of conniving furballs.

Q&A Time!

Chausson
"And on less than amicable terms."
Answer
Propose: Suggest forming an alliance.
Assert: Claim this is your chance to wipe the Wrothians out for good.

Objective 3

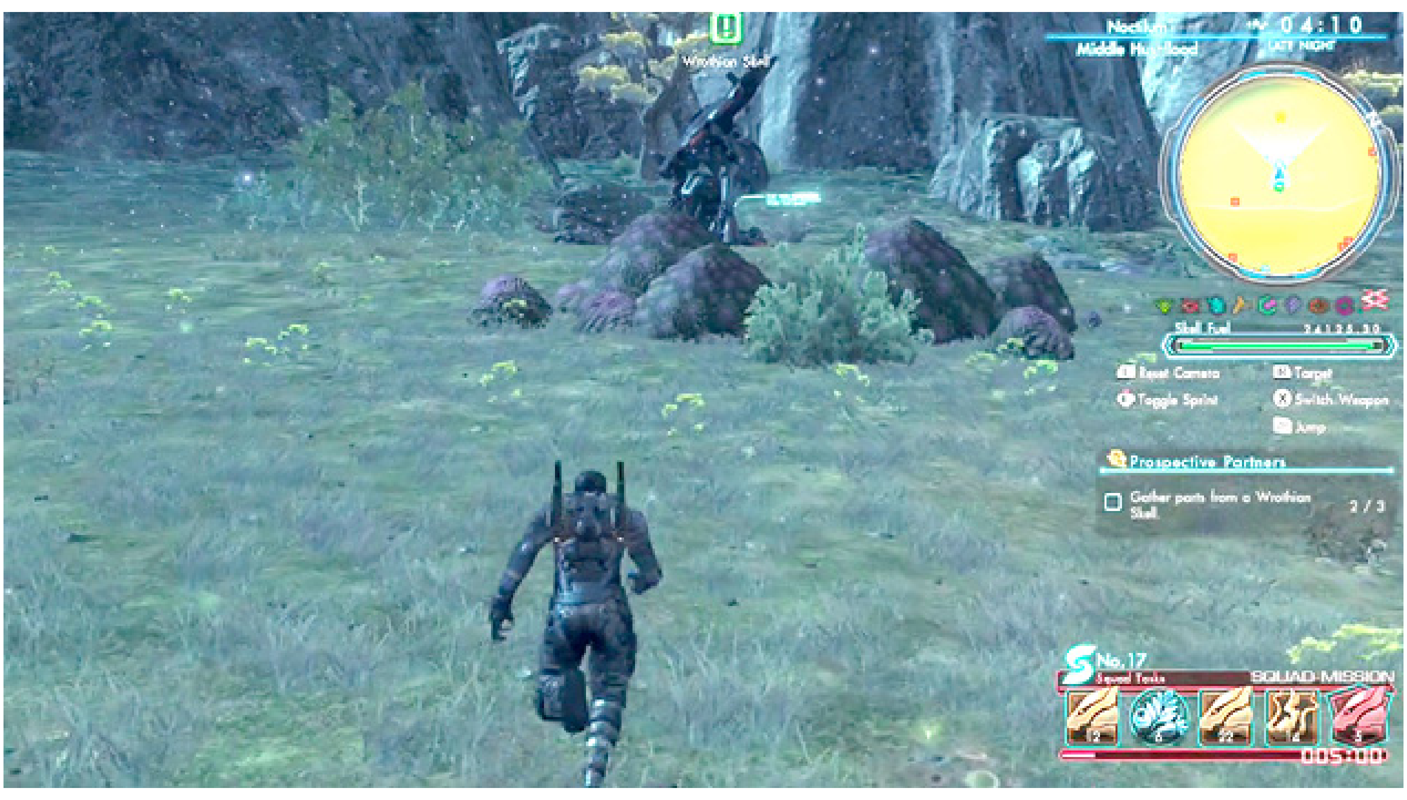
Head to the battleground at Noctilum's Middle Hushflood and gather information.

Q&A Time!

Lin
"I can't wait to get this stuff home and analyze it!"
Answer
Warn: Say that Chausson might have his own motives.
Query: Ask Elma if she knows more than she's saying.

Objective 4

Gather parts from Wrothian Skells.

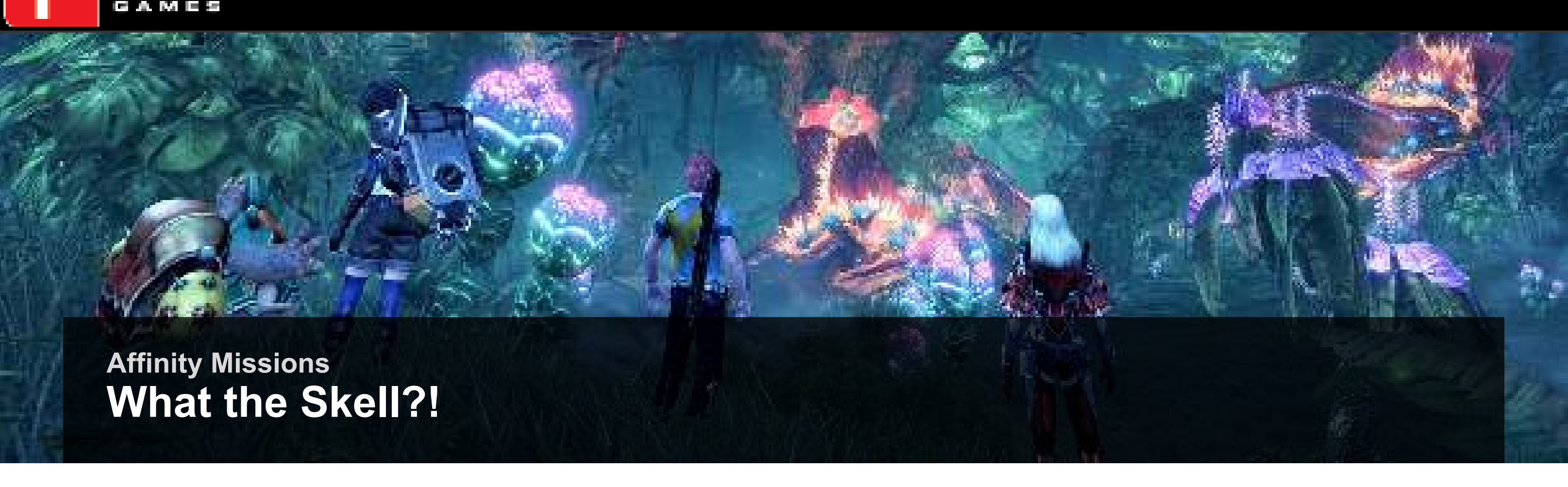


You need three parts, and they're all clearly labeled around the area. Run around and examine every part you can until you hit the next cutscene. Be mindful of any indigens in the area.

Note that while you only need three parts, if you grab all the parts, Chausson acknowledges your thoroughness upon your return. This doesn't affect the gameplay—it's just nice.

Objective 5

Report back to Director General Chausson inside BLADE Tower.



Affinity Missions

What the Skell?!

Mission Prerequisites

- **Level: 36.**
- **Affinity: Alexa (2 Hearts).**
- **Complete Chapter 9.**
- **Complete the "Weaponized" affinity mission.**
- **Required Members: Alexa.**

Mission Walkthrough

Alexa's been having trouble with her Outfitter duties, and she's beating herself up over it. However, the situation might not be as simple as it initially seems…

Q&A Time!

Alexa
"It's so depressing…"
Answer
Query: Ask Alexa what happened.
Comfort: Tell Alexa that no matter what happened, she'll get through it.
Guess: Ask Alexa if she trashed a Skell.

Q&A Time!

Alexa
"Honestly, I'm bummed."
Answer
Assert: Assure Alexa that the explosion was not her fault.
Encourage: Tell Alexa that she will just have to knock it out of the park next time.
Challenge: Ask Alexa if she is really going to let one mistake crush her spirit.

New Heart-to-Heart Mission: What the Skell?!

Alexa is feeling down after the failed weapon test. Help cheer her up.

Objective 1

Talk to Camber at the hangar in the Administrative District.

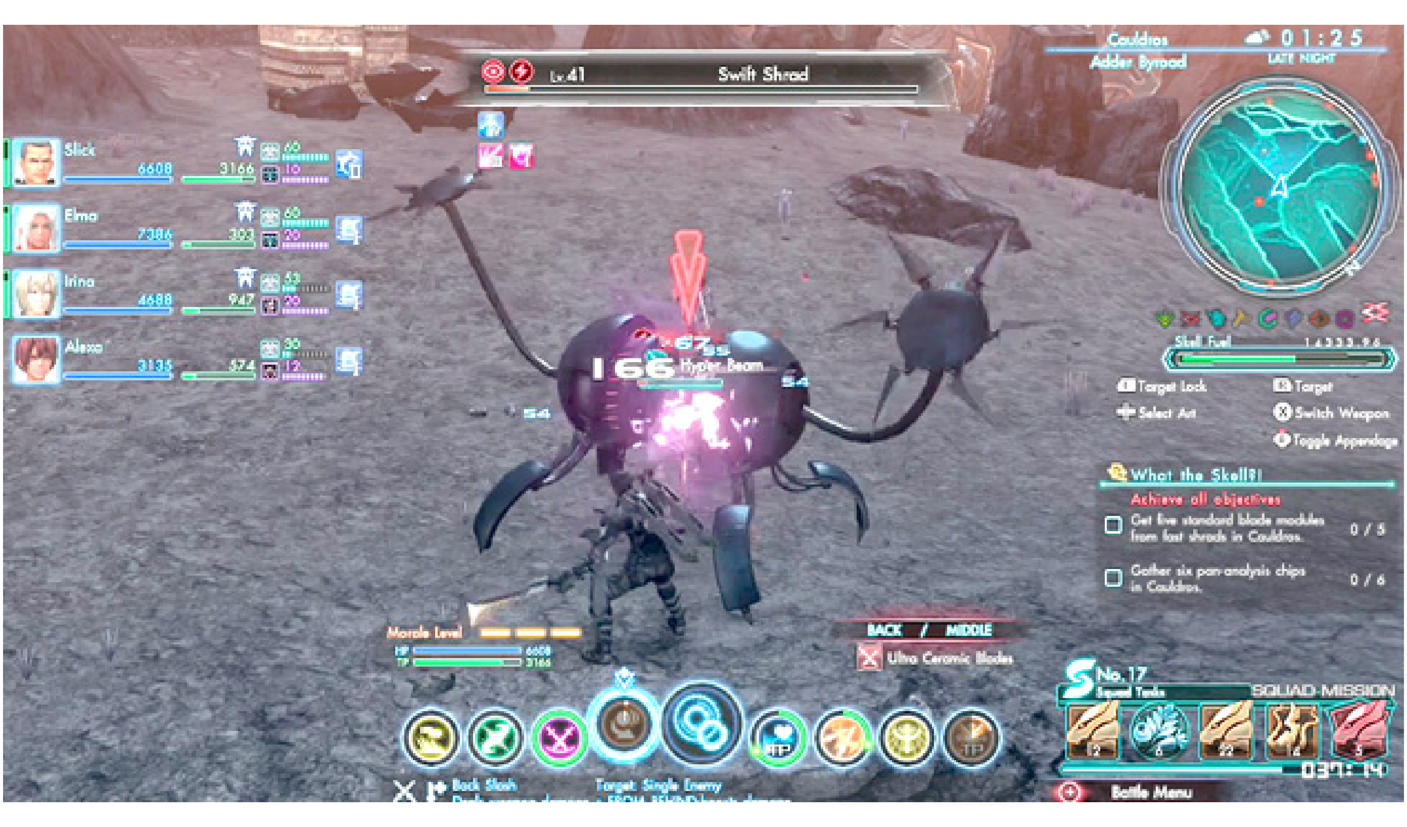
Q&A Time!

Mika
"So thanks for the vacation. …Really."
Answer
Suggest: Tell them to just do their missions with ground gear.
Protest: Say that they can't blame Alexa for a parts shortage.

Objective 2

Achieve all objectives:

- **Get five standard blade modules from fleet shrads or others in Cauldros.**
- **Gather six pan-analysis chips in Cauldros.**


Swift Shrad
Cauldros
Adder Byroad
What the Skell?!
Achieve all objectives
Get five standard blade modules from fast shrads in Cauldros. 0 / 5
Gather six pan-analysis chips in Cauldros. 0 / 6
SQUAD MISSION
Battle Menu

You can find swift shrads on Adder Byroad in Cauldros, which will give up the modules. Refer to the Collectibles section of the Data chapter for the chips.

Objective 3

Talk to Camber at the hangar in the Administrative District.

Objective 4

Talk to Tika at the Outfitters Test Hangar in the Industrial District.

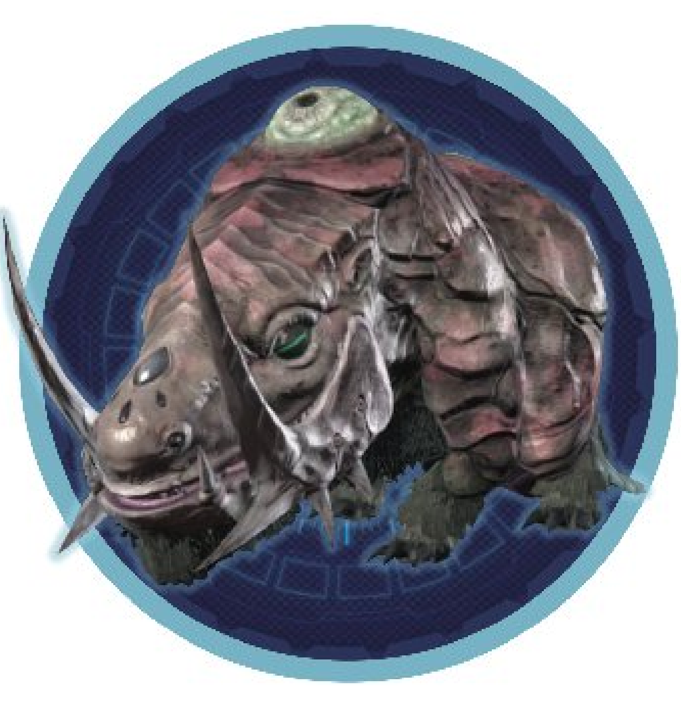
Objective 5

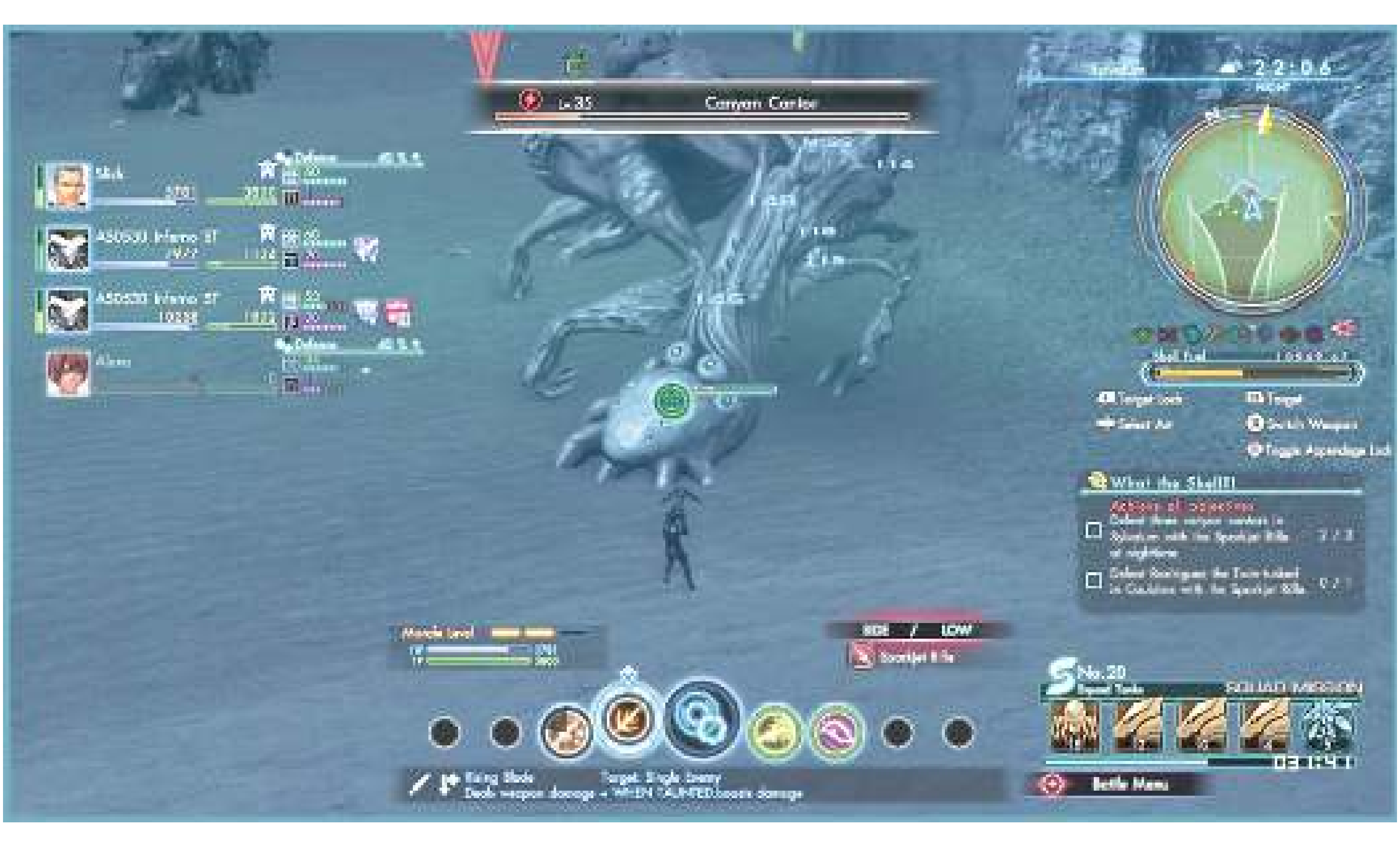
Achieve all objectives:

- **Defeat three canyon cantors in Sylvalum with the Sparkjet rifle at night.**
- **Defeat Rodriguez, the Twin-tusked, in Cauldros with the Sparkjet Rifle.**

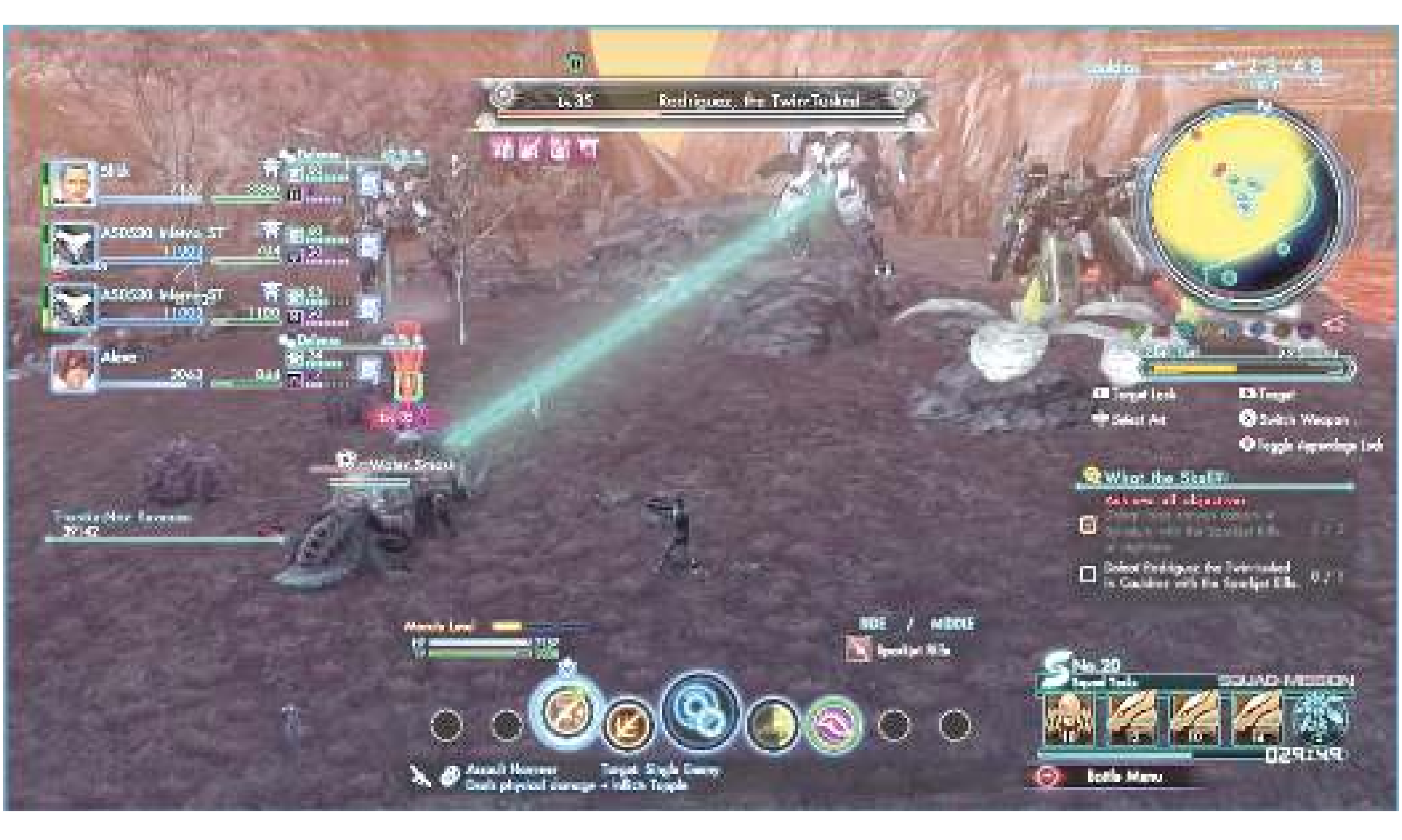
Rodriguez, the Twin-tusked

Lv. 35: Tyrant




Canyon Cantor
What the Skell?!
SQUAD MISSION
Battle Menu

The beasties you're after are big and pack a punch, but are also very susceptible to debuffs and Topple, so abuse them whenever you can. Meanwhile, Rodriguez is a tyrant, so you'll have to be on your guard.


Rodriguez, the Twin-Tusked
What the Skell?!
SQUAD MISSION
Battle Menu

Objective 6

Talk to Tika at the Outfitters Test Hangar in the Industrial District.

Q&A Time!

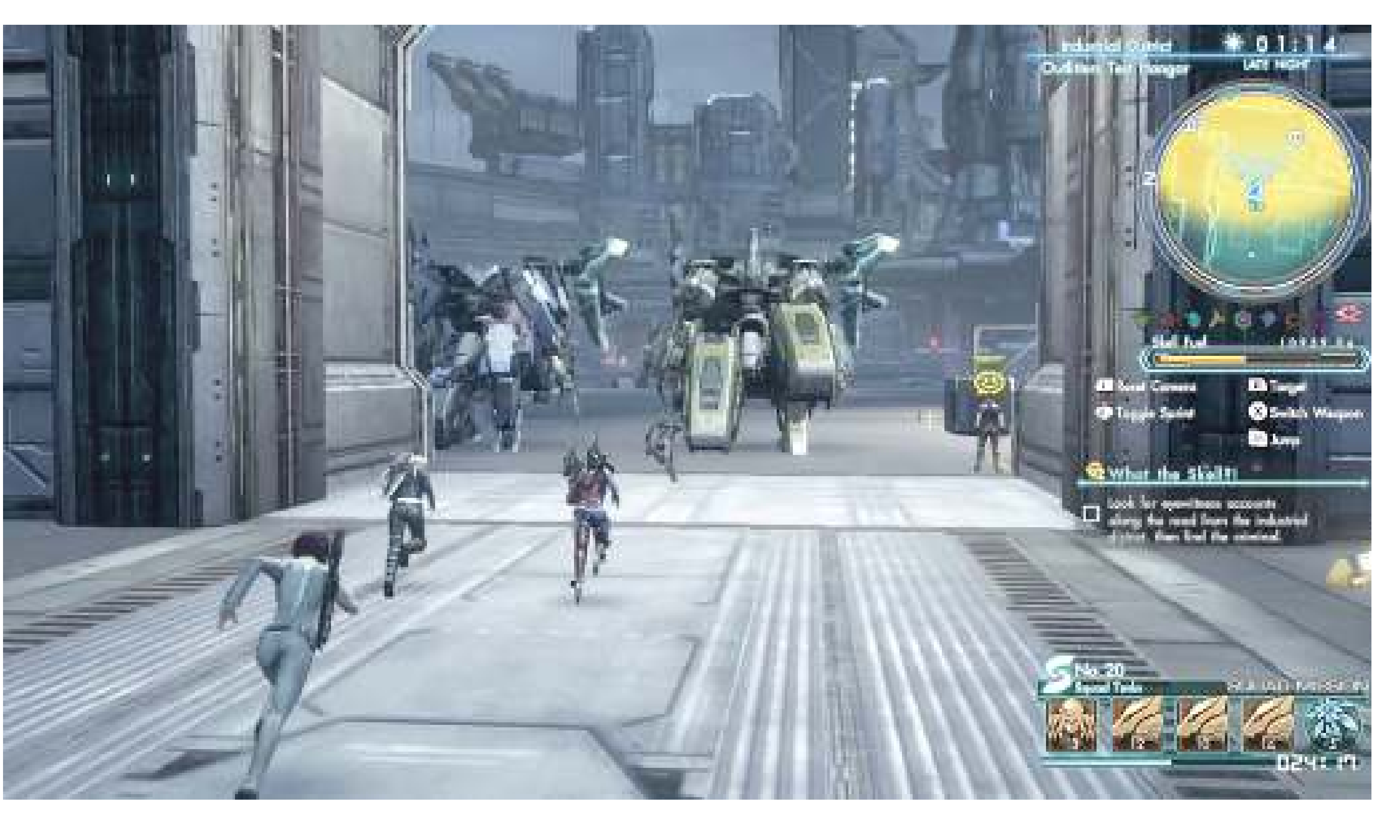
Tika
"Is there anyone who'd want to see you get hurt?"
Answer
Dismiss: Say that everyone loves Alexa.
Agree: Say that someone is clearly gunning for her.

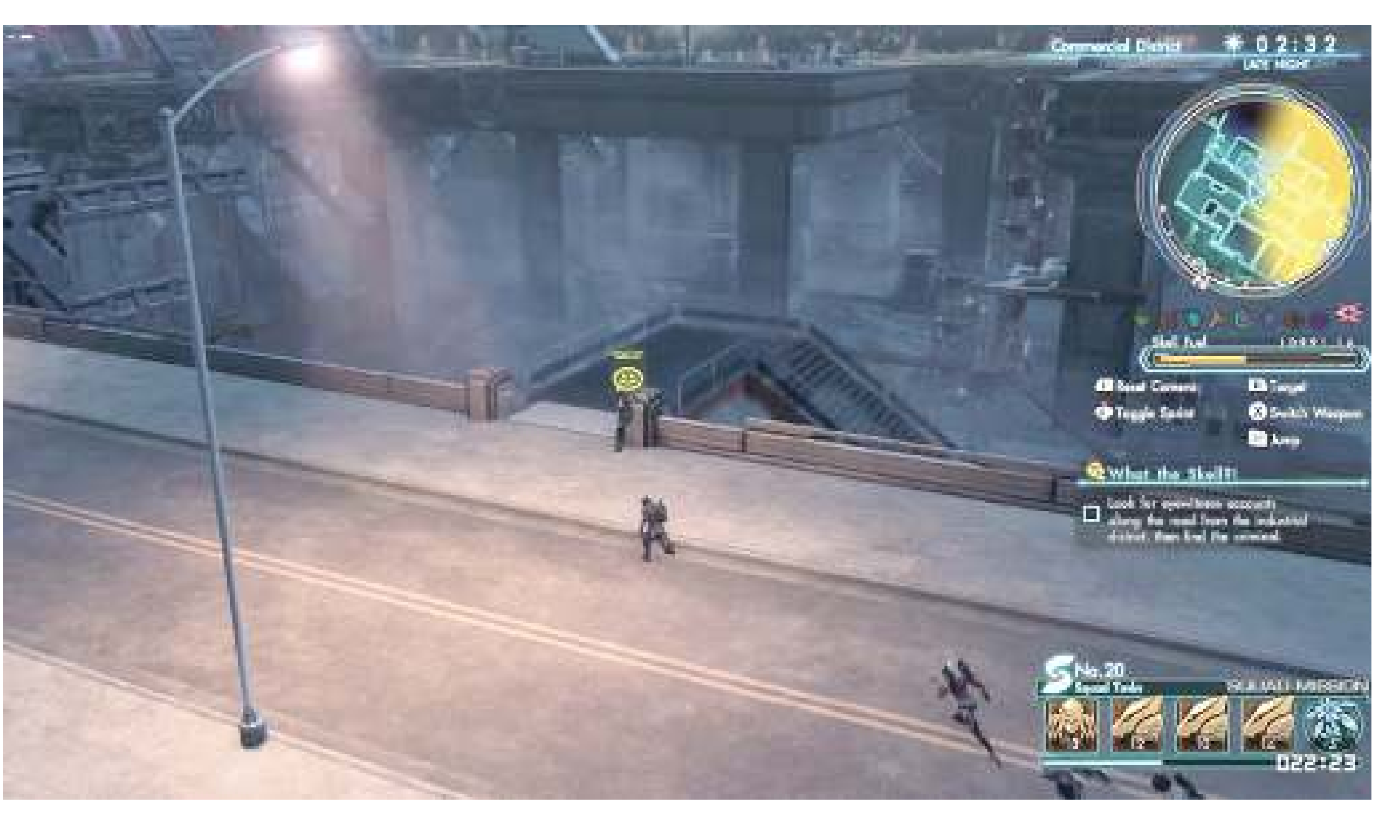
Q&A Time!

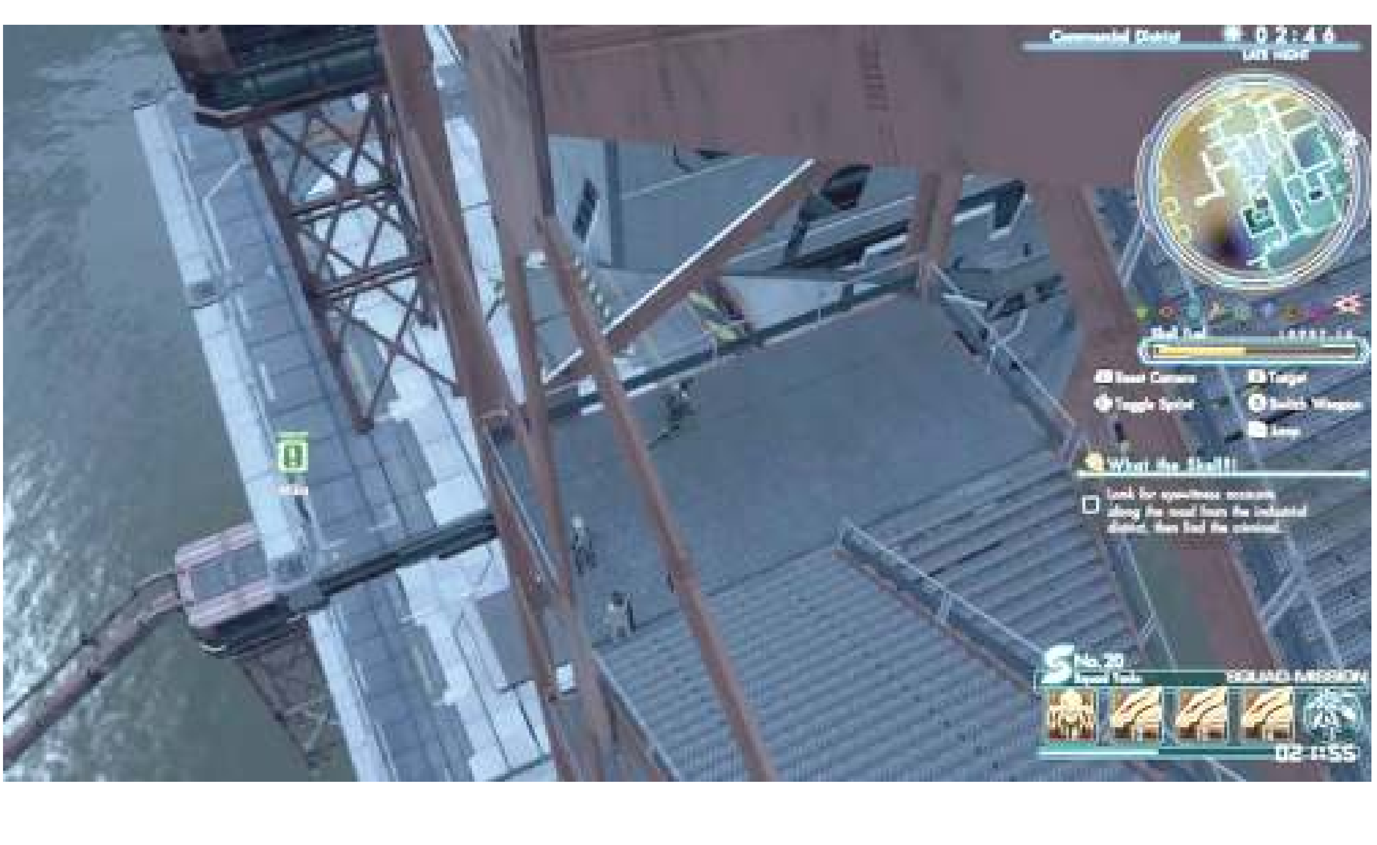
Alexa
"Ohmigosh. I have a STALKER? Seriously?"
Answer
Suggest: Say that you should ask around to see if anyone saw anything.
Joke: Say that it was you all along.

Objective 7

Look for eyewitness accounts along the road from the Industrial District, then find the criminal.

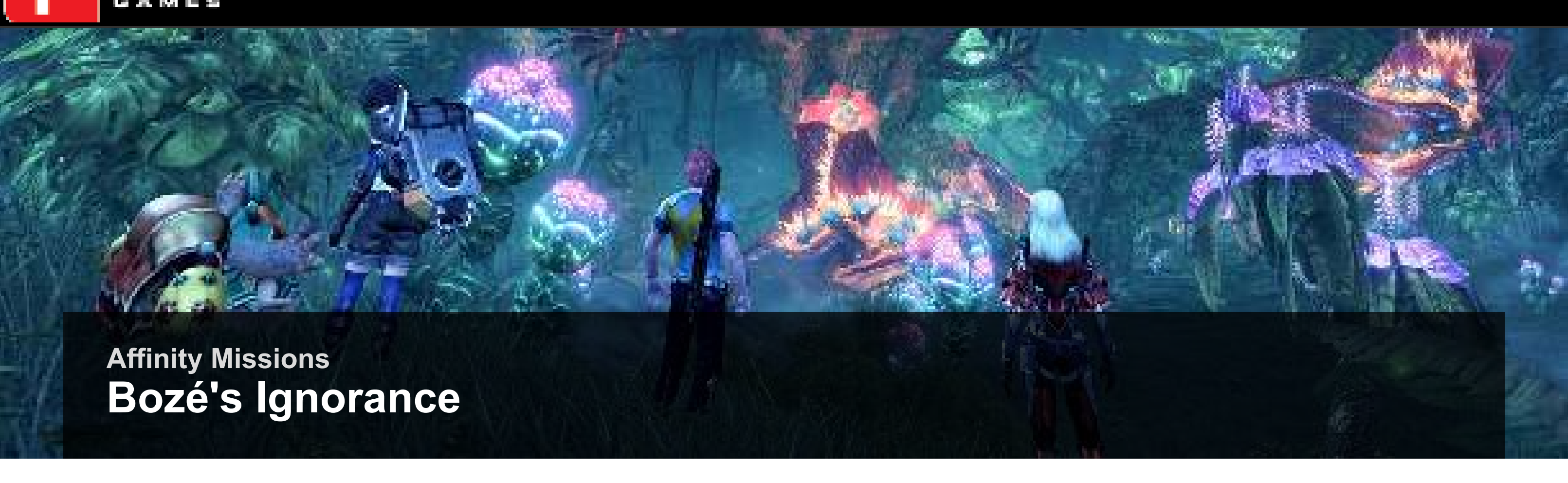

Industrial District
Outfitters Test Hangar
01:14
LATE NIGHT
What the Skell?!
Look for eyewitness accounts along the road from the industrial district, then find the criminal.
SQUAD MISSION


Commercial District
02:32
LATE NIGHT
What the Skell?!
Look for eyewitness accounts along the road from the industrial district, then find the criminal.
SQUAD MISSION


Commercial District
02:46
LATE NIGHT
What the Skell?!
Look for eyewitness accounts along the road from the industrial district, then find the criminal.
SQUAD MISSION

Q&A Time!

Alexa



Affinity Missions

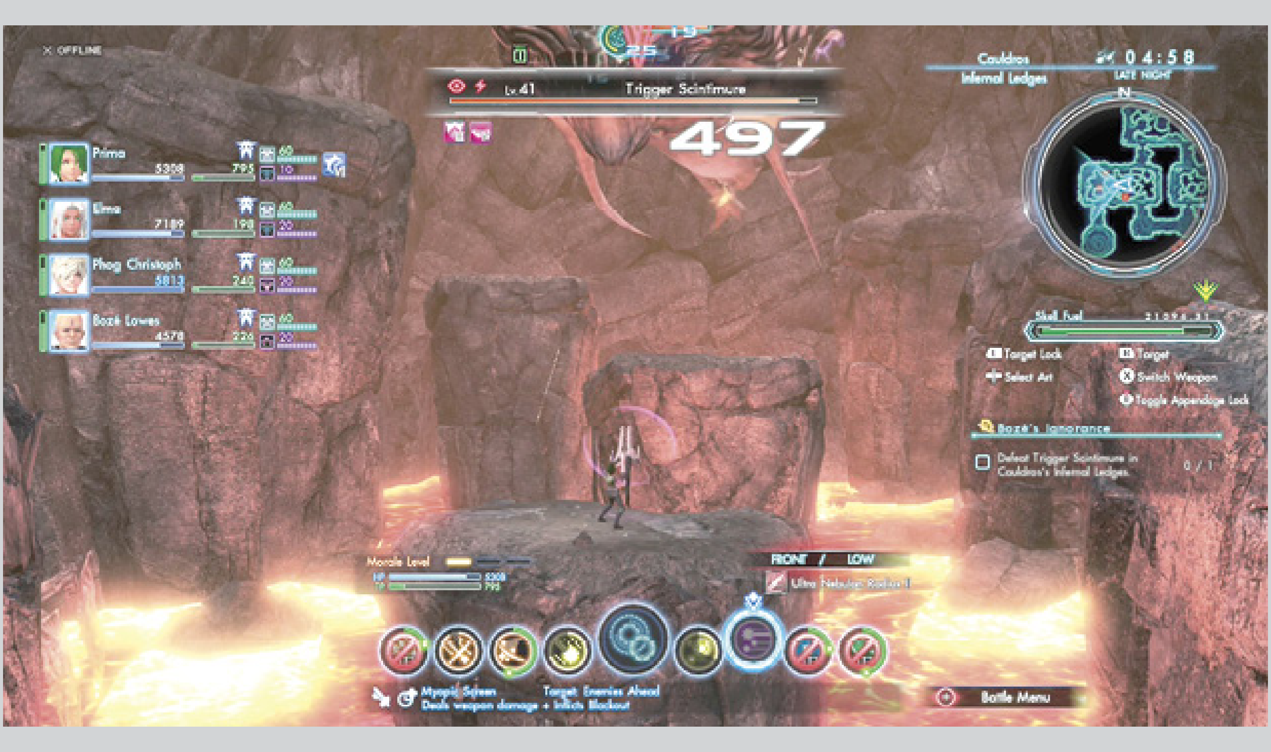
Bozé's Ignorance

Mission Prerequisites

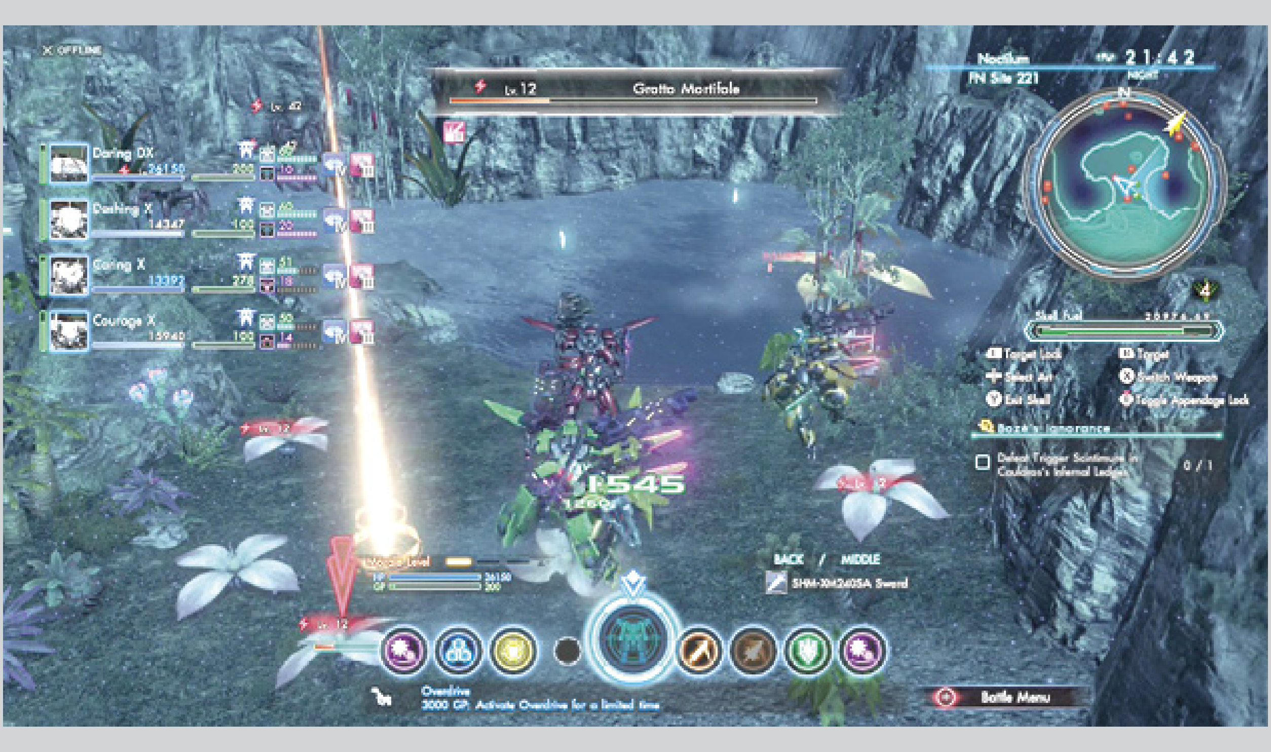
- **Level: 37.**
- **Affinity: Bozé (4 Hearts).**
- **Complete Chapter 9.**
- **Complete the "Prone Sweet Prone" mission.**
- **Complete the "Bozé's Way" affinity mission.**
- **Required Members: Bozé Lowes.**

Caution: Prepare for Harsh Conditions

The nature of this mission requires highly specialized preparation to ensure that it goes smoothly. Before you accept it, make sure you're thoroughly prepared.

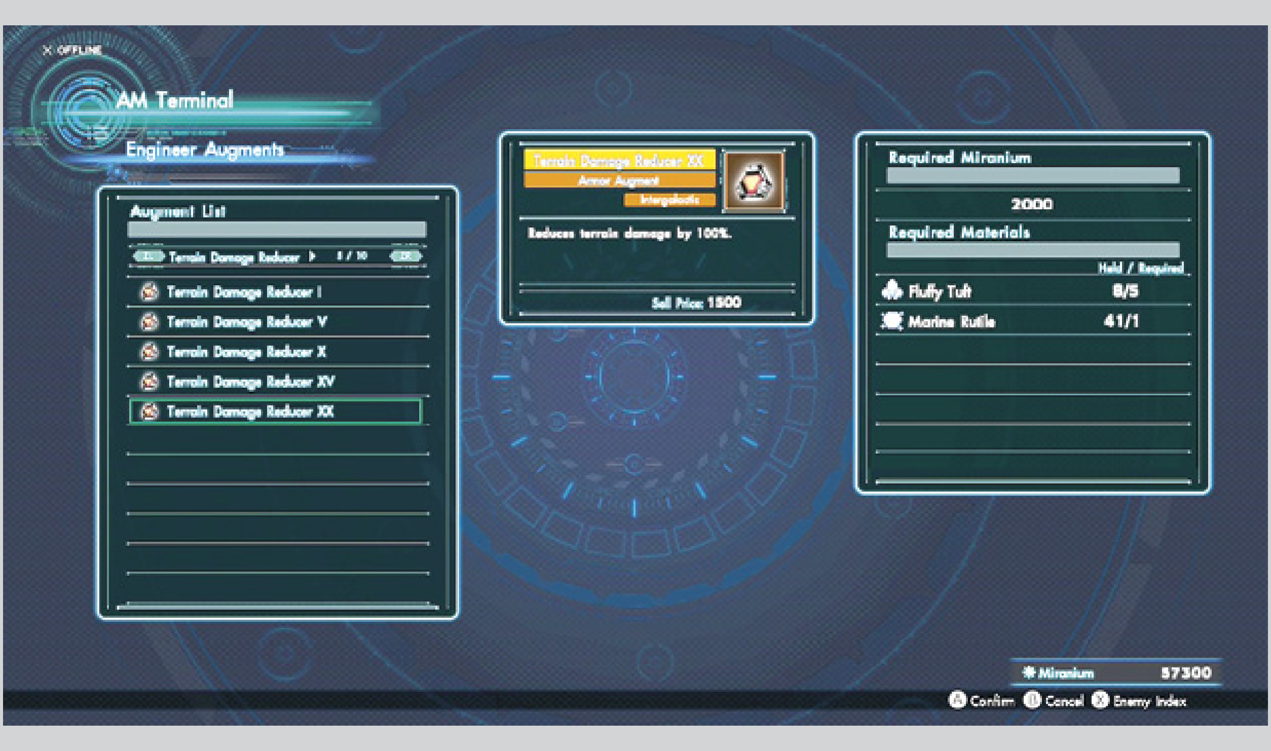


Specifically, you want lava-proofing, as you'll be heading into a cavern where lava is exceedingly hard to avoid. Buy the Terrain Damage Reducer XX augment for all four members of your party.



This requires fighting grotto mortifoles at FN Site 221 in Noctilum for fluffy tufts and planting probes in Sylvalum so that you receive the marine rutile resource. See the Map Contents section of the Data chapter for more specifics.

Once you have enough of the requested materials, you can purchase the augment. Get four, equip them to any slot-bearing ground gear, and you're good to go! Let's get this party started. Caves like the Infernal Ledges don't allow Skell entry, so you won't be able to use your Skells here.



AM Terminal

Engineer Augments

Augment List

Terrain Damage Reducer 5 / 10

- Terrain Damage Reducer I
- Terrain Damage Reducer V
- Terrain Damage Reducer X
- Terrain Damage Reducer XV
- Terrain Damage Reducer XX

Terrain Damage Reducer XX

Armor Augment

Intergalactic

Reduces terrain damage by 100%.

Sell Price: 1500

Required Miranium

2000

Required Materials

	Held / Required
Fluffy Tuft	8/5
Marine Rutile	41/1

Miranium 57300

Mission Walkthrough

We see Bozé getting ready to undertake a particularly dangerous Harrier mission.

Q&A Time!

Reggie

"Licking my wounds after getting pummeled by that same beast, sensei."

Answer

Chastise: Shout at Reggie for running away yet again.

Comfort: Tell Reggie to keep his chin up.

New Affinity Mission: Bozé's Ignorance

A number of Pathfinders have been attacked by a particularly aggressive indigen. Team up with Bozé to defeat it.

Objective 1

Head to Cauldros's Infernal Ledges and take down the indigen known as trigger scintimure.

This is the overarching mission objective. However, more objectives come into play as you make your way into the Infernal Ledges.

Q&A Time!

Bozé

"Let's go hunt the monster we came for and reclaim the good name of the Harriers."

Answer

Aid: Insist that you help the Prone.

Agree: Ignore the Prone and move on.

Q&A Time!

ST816: **Stalio**

"Bah! You've wasted my perfect performance AND my precious time!"

Answer

Interrogate: Ask the stranger who she is and what she wants.

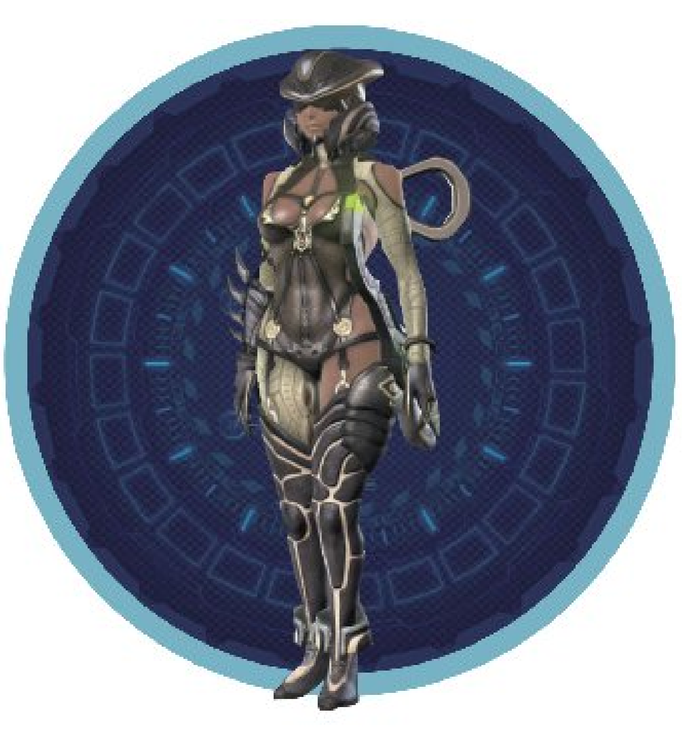
Inquire: Ask what the hell just happened.

Objective 2

Defeat ST816: Stalio in Cauldros's Infernal Ledges

ST816: Stalio

Lv. 44: Boss



Treat Stalio like any other Definian—dangerous and painful. Gang up on her with concentrated attacks and don't let up for a second. Armor strong against electrical attacks can help.

If you helped the Ma-non back in "The Mad Monk," you'll have to fight only Stalio here. If you did not help them, then you'll have to deal with multiple enemies alongside her later on.

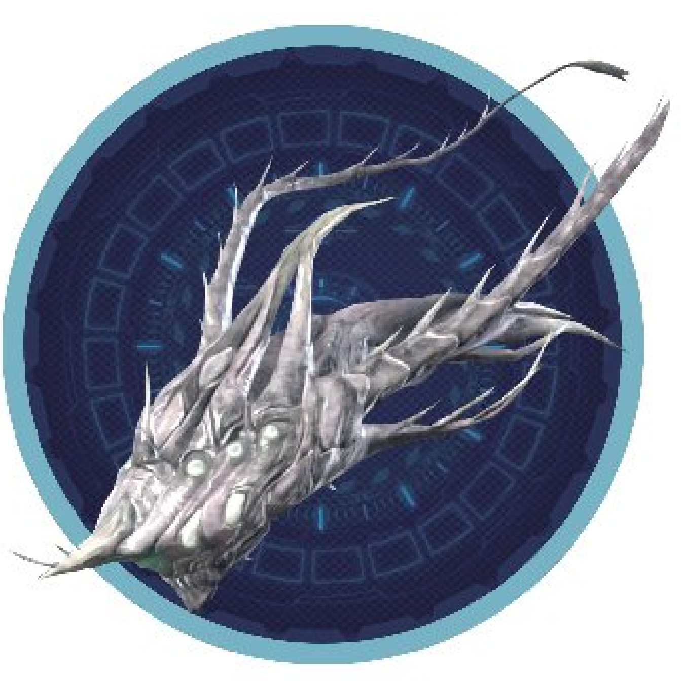
Objective 3

Defeat the trigger scintimure in Cauldros's Infernal Ledges.

Now for the main event. Head farther into the cave and you'll find your quarry around pools of lava that are hard for your party to avoid. If you got those Terrain Damage Reducer XX augments, however, you won't feel a thing. You want a party that's around level 50 to take care of this indigen swiftly.

Trigger Scintimure

Lv. 46: Enemy



There's a good chance you won't see half of this guy's attacks, as he spends the fight hovering above you. Try to stand on the rock and use whatever melee or ranged attacks will reach him. Have your party members do the same. As with the Definians, use debuffs and watch out for electrical attacks.

Objective 4

Talk to Eleonora on the BLADE Concourse in the Administrative District.

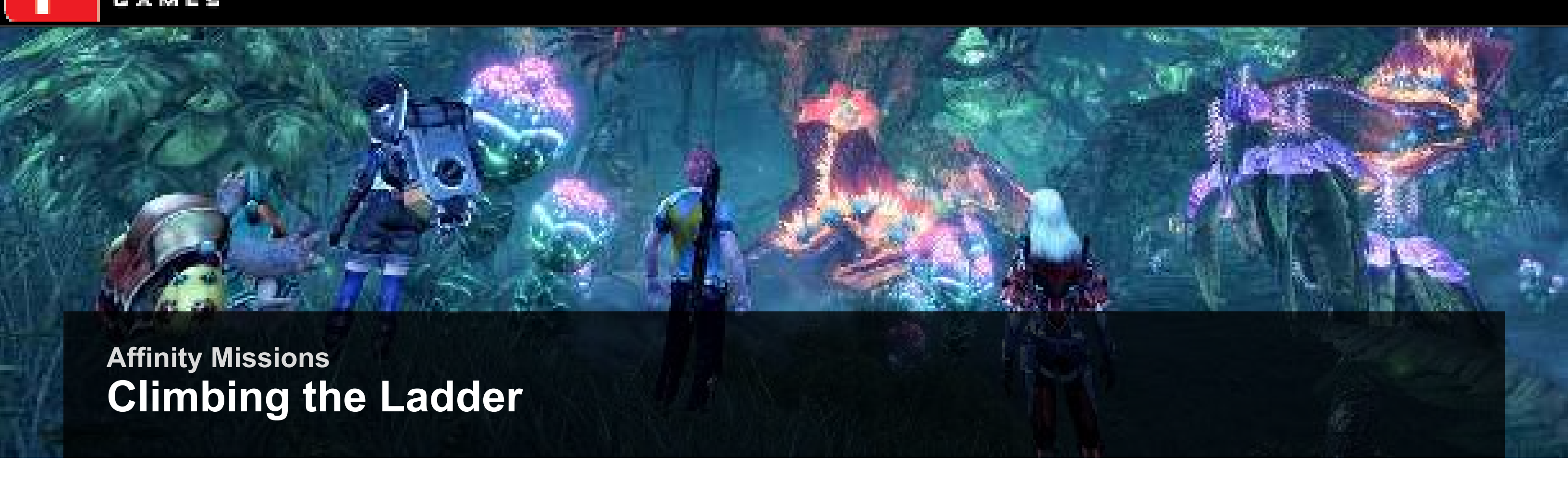
Q&A Time!

Bozé

"Well? What's your take on all this?"

Answer

Respect: Insist that you owe the Ma-non your lives.



Affinity Missions

Climbing the Ladder

Mission Prerequisites

- **Level: 37.**
- **Affinity: H.B. (4 Hearts).**
- **Complete Chapter 9.**
- **Complete "The King of Fear" affinity mission.**
- **Required Members: H.B.**

Mission Walkthrough

It looks like H.B. and Commander Vandham are once again at odds. Perhaps a friendly rival can help set things straight?

Q&A Time!

Eleonora
"If he and the Commander don't lay this feud to rest, it's liable to explode!"
Answer
Inquire: Ask H.B. what is going on with him and Vandham.
Persuade: Tell H.B. that he has to meet Vandham halfway.

Q&A Time!

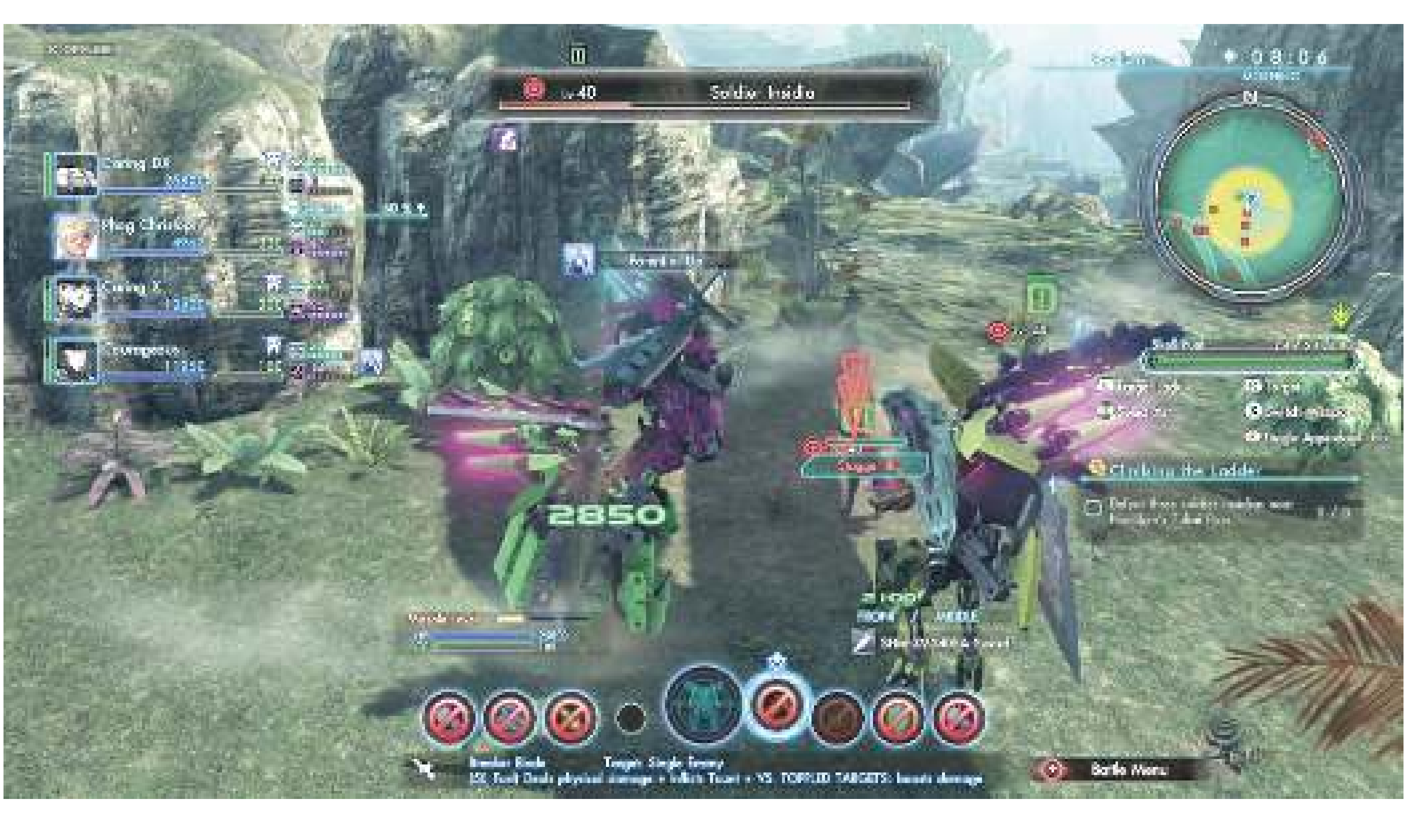
H.B.
"You can see that, can't you?"
Answer
Agree: Say that H.B. is one hundred percent correct.
Disagree: Tell H.B. that he needs to follow BLADE rules.

New Affinity Mission: Climbing the Ladder

Work with H.B. to complete the task.

Objective 1

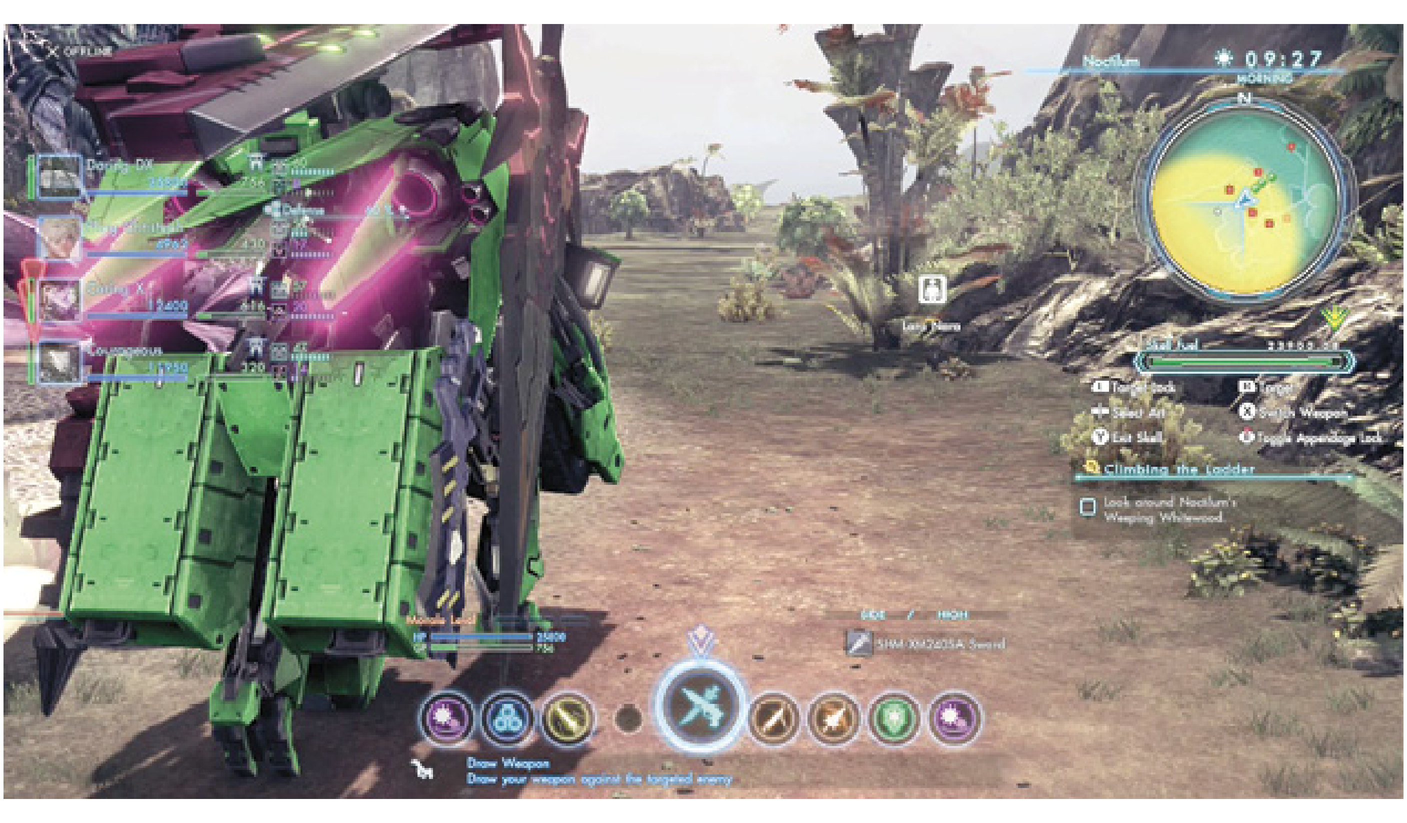
Defeat three soldier insidias near Noctilum's Fukai Pass.



This ends up being a matter of scale: If you're in Skells, the insidias will be much smaller than you and can be kicked around like soccer balls. If you're on foot, then they're a hair bigger than you, and you should team up on single targets while watching out for surrounding indigens. If you're ground-bound, try to be around level 40 as well.

Objective 2

Look around Noctilum's Weeping Whitewood.



You need to find the queen to cull the indigen growth. Look around the northeastern part of the yellow radius given on your mini-map until you find the white dot. Lara Nara is your actual objective.

Q&A Time!

H.B.
"It's difficult, but…no. The mission must come first."
Answer
Query: Ask H.B. how he can abandon a fellow BLADE.
Inquire: Ask why H.B. is so eager to finish this mission.

Q&A Time!

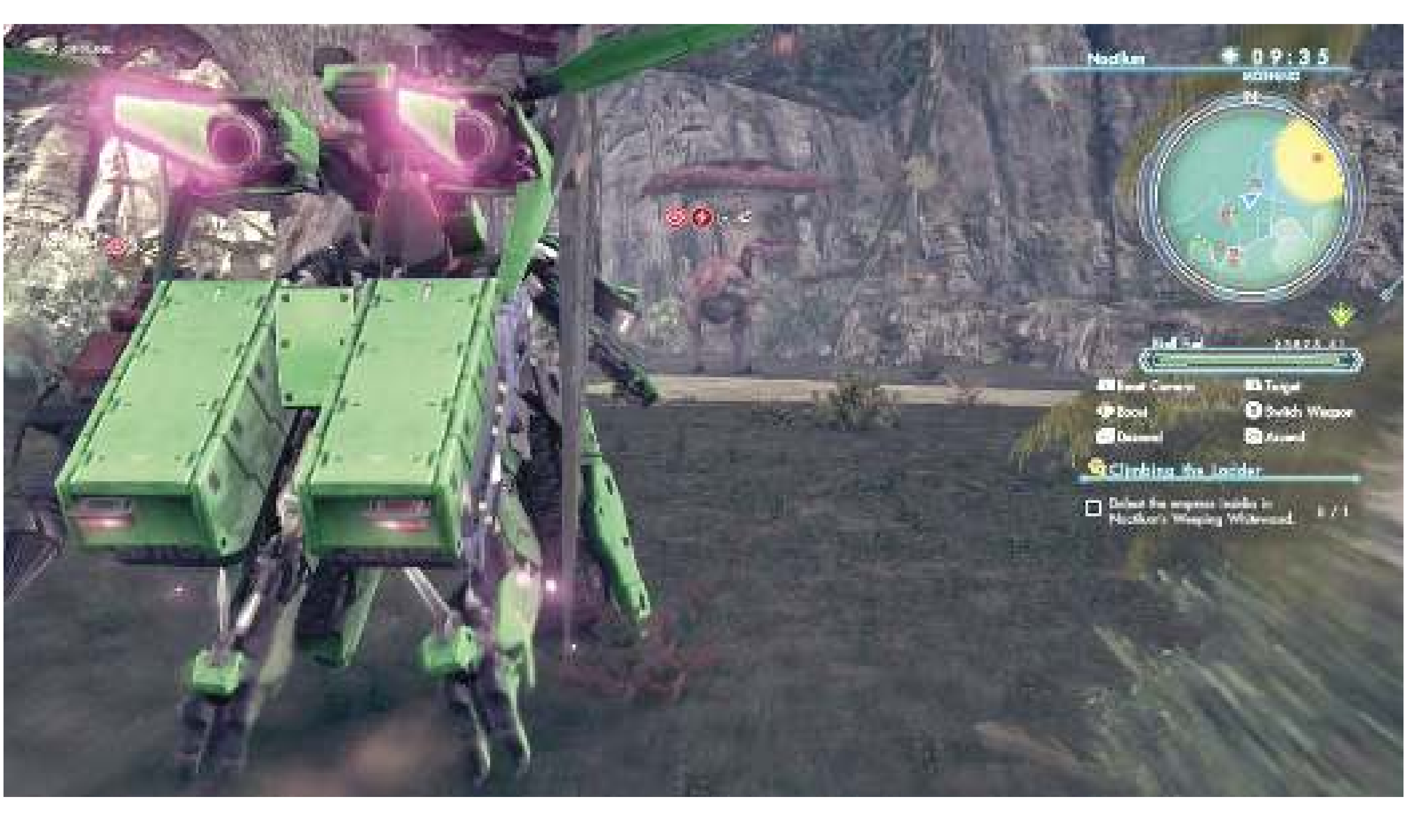
H.B.
"How can you ask that? I just want to keep everyone in New LA safe."
Answer
Confirm: Ask whether H.B. honestly believes he is trying to help others.
Accuse: Tell H.B. that he only cares about his own pride.

Q&A Time!

H.B.
"I understand the commander's frustrations, but did I really deserve this?"
Answer
Confirm: Agree with H.B. that Vandham doesn't like him.
Deny: Tell H.B. that Vandham loves him.

Objective 3

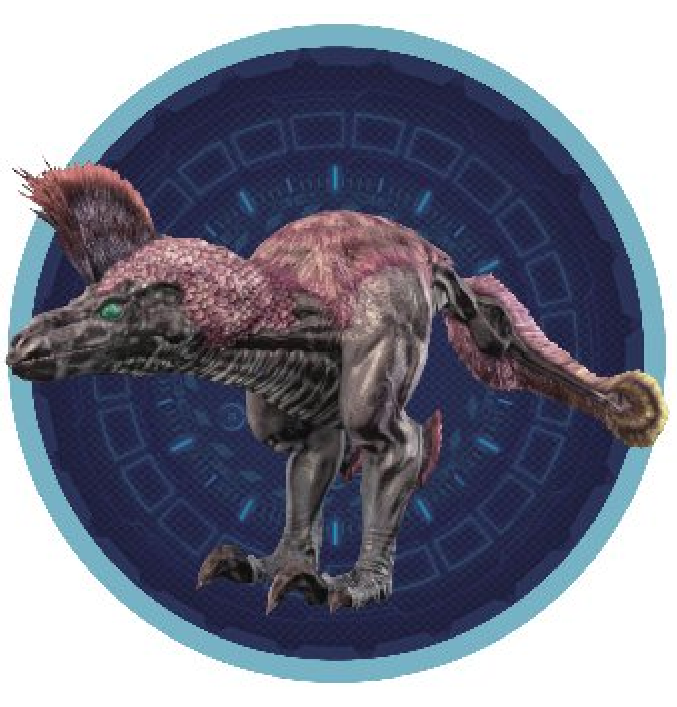
Defeat the empress insidia in Noctilum's Weeping Whitewood.



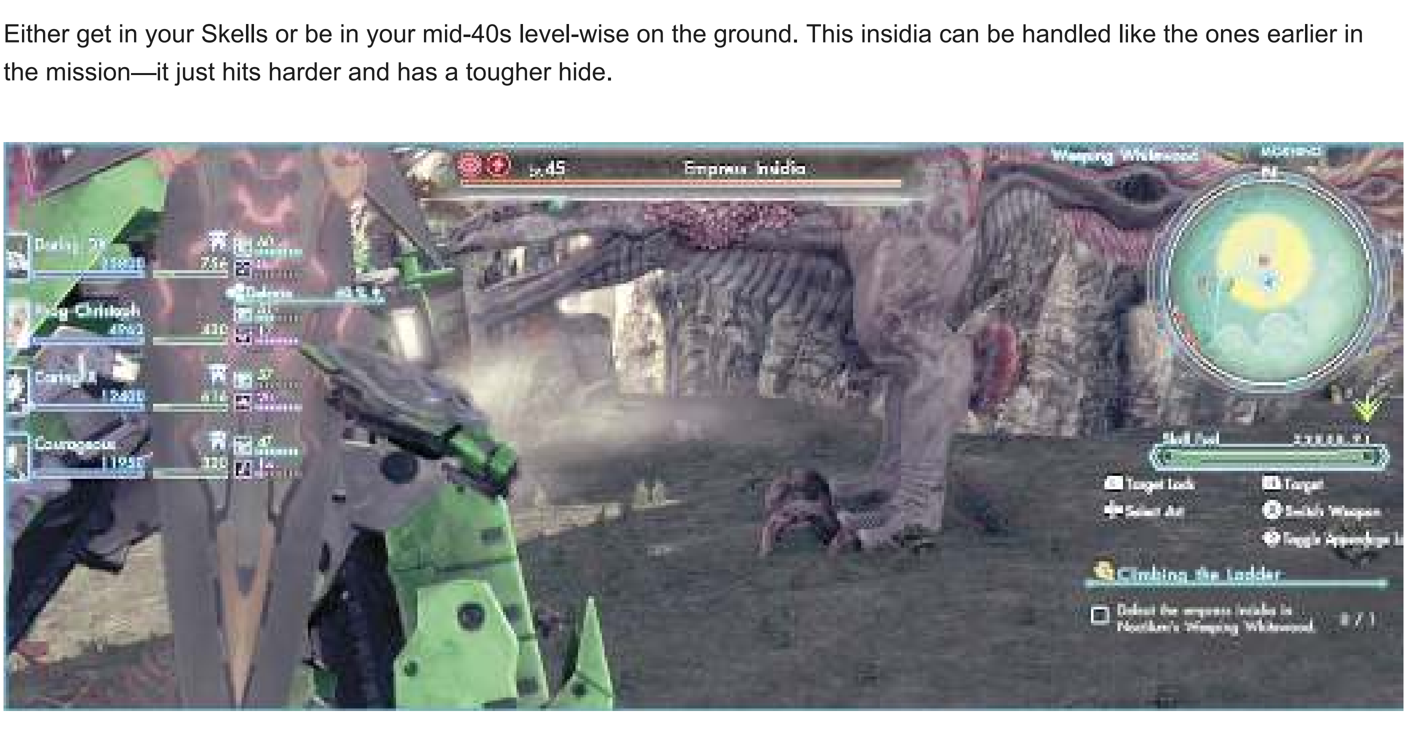
Go directly northeast to face down the empress insidia.

Empress Insidia

Lv. 45: Boss



Either get in your Skells or be in your mid-40s level-wise on the ground. This insidia can be handled like the ones earlier in the mission—it just hits harder and has a tougher hide.



Objective 4

Head to the Administrative District and report.

Q&A Time!

Vandham
"So the next time he says somethin' stupid, just give him a little punch, okay?"
Answer
Agree: Tell Vandham to leave it to you.
Disagree: Say that Vandham can do his own punching.

Q&A Time!

H.B.
"If I might ask, who do you feel is the greater talent—the Commander or me?"
Answer
Say Vandham: Tell H.B. that Vandham is by far the superior talent.
Say H.B.: Tell H.B. that he is superior.

Art Learned: Flamehand (Shield)

Affinity Missions

Ls Conundrum

Mission Prerequisites

- **Level: 38.**
- **Affinity: L (2 Hearts).**
- **Complete Chapter 10.**
- **Complete the “Booming Business” mission.**
- **Required Members: Elma, Lin, and L.**

Q&A Time!

L

“Truly a Nopon’s Nopon, it pains me to say.”

Answer

Guess: Ask L if profits are down.

Assume: Ask if L is having trouble with loan sharks.

Mission Walkthrough

L approaches Team Elma with a problem. His shop, while profitable, is in a bit of a creative rut. You know how it is.

New Affinity Mission: L’s Conundrum

Gather new materials to help L expand his business.

Objective 1

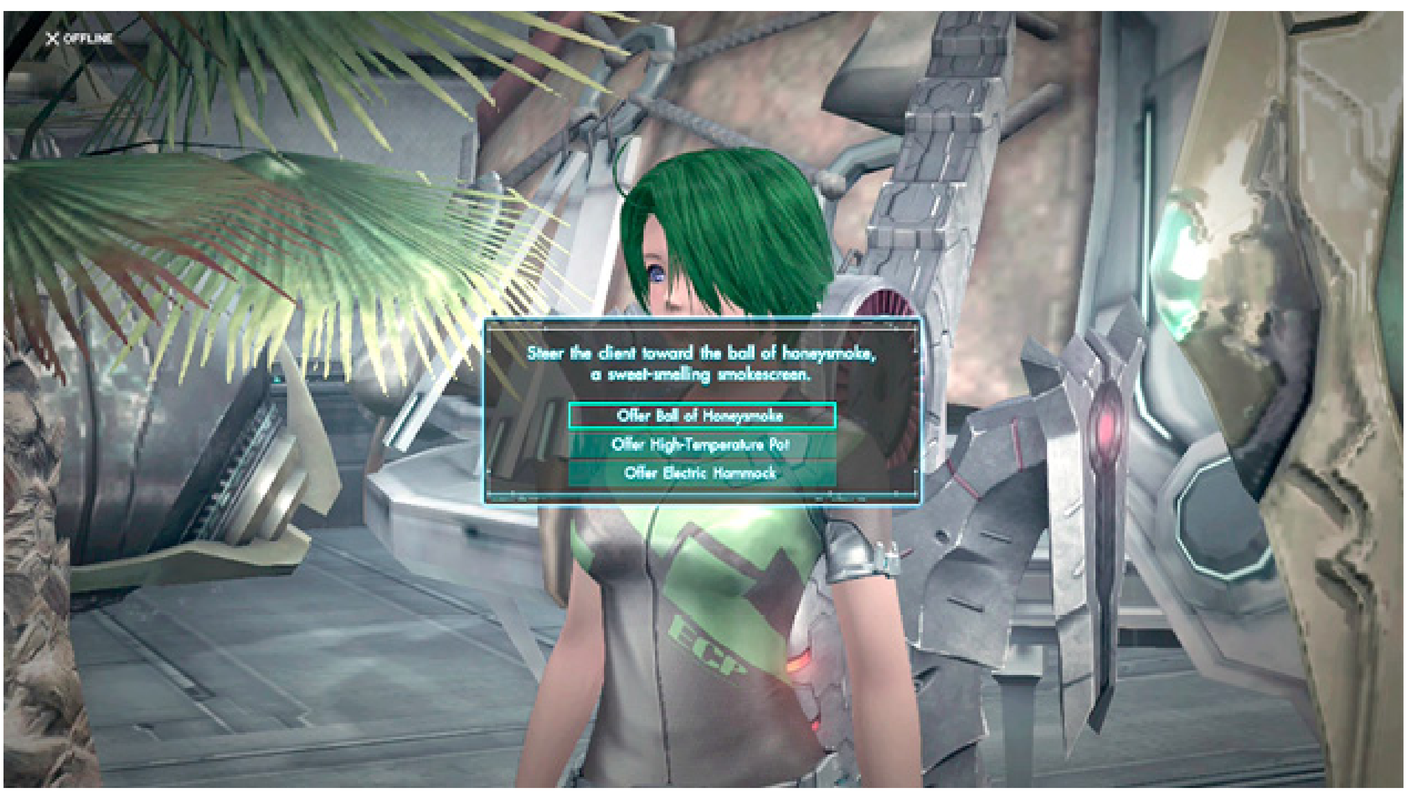
Complete all three objectives:

- **Material Hunt A: Gather 10 units of chameleon sand in Oblivia; gather 10 pieces of gluttonutan clay in Noctilum.**
- **Material Hunt B: Use FrontierNav to locate two pieces of boiled-egg ore; find five gun snakes in Cauldros.**
- **Material Hunt C: Get three multi-wires from the shrads of Cauldros; find four abyssal crickets in Cauldros.**

For the collectibles, refer to the Collectibles section of the Data chapter of this guide, and refer to the section on FrontierNav in the Data chapter for the ore. Finally, you can fight shrads on the Adder Byroad in Cauldros for the multi-wires.

Objective 2

Head to L’s shop in the Administrative District.



Steer the client toward the ball of honeysmoke, a sweet-smelling smokescreen.

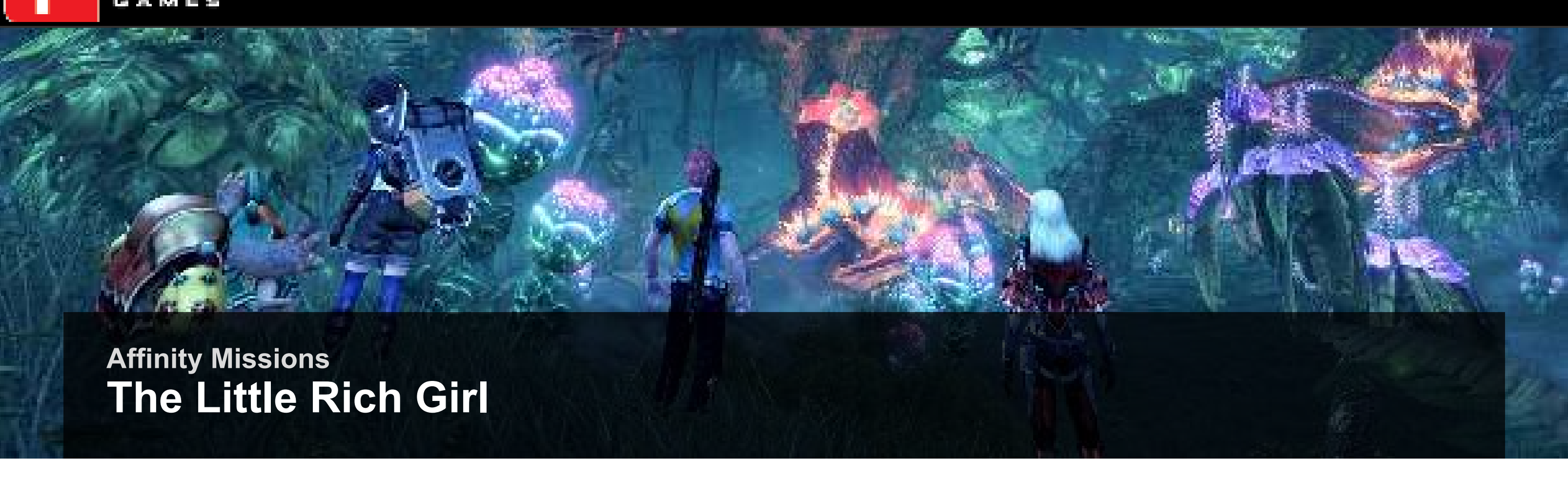
You’re approached by two customers looking for items to suit their situations. Whichever items you choose for them, the scenes here always play out the same. However, you can learn the outcomes of your choices by talking to these characters later on. Thomas is located outside the East Gate and Nelly is located near the Restricted Hangar Entrance in the area south of Doug’s hangout.

After your short stint as L’s special shop assistant, this mission’s over!

Tatsu’s Tips: Think Outside the Box

Try to choose less obvious items than what would normally come to mind given the problems presented. Giving Thomas the honeysmoke and Nelly the high-temperature pot will actually have disastrous effects

Art Learned: Mindstorm (Shield)



Affinity Missions

The Little Rich Girl

Mission Prerequisites

- **Level: 39.**
- **Affinity: Murderess (2 Hearts).**
- **Complete Chapter 10.**
- **Complete the "Haywire" mission.**
- **Complete the "My Dream" affinity mission.**
- **Required Member: Murderess.**

Haywire

The "Haywire!" mission requirement lies at the end of a long, twisting chain of Normal Missions. Here's the path laid bare:

- **Complete Chapter 5.**
- **Complete the mission "Water Woes".**
- **Complete Chapter 6 and explore 30% of Noctilum.**
- **Complete the mission "Rescue at the Ensconced Citadel", "Sun'Celeg Rises" and "Lakeside Getaway."**
- **Complete Chapter 7.**
- **Complete the missions "The Journey Begins", "Life Goes On"and Go od Neighbors.**
- **Complete Chapter 9.**

Upon completing the above requirements, "Haywire!" should be accessible by seeing Rosie at the Biahno Water-Purification Plant in Primordia.

Finish "Haywire!" and you can finally find out what's up with Murderess here! You can find references on all of these missions in the Normal Missions section of this guide's Data chapter.

Mission Walkthrough

The Murderess has her sights on you once more for a "game" she plays with her friends. Do well enough and you might gain a little more insight into how she thinks.

Q&A Time!

Murderess
"Yup."
Answer
Query: Ask what they're dragging you into.
Resist: Assert that you won't do anything illegal.
Boast: Say that you'll do anything she wants and more.

Q&A Time!

Yolanda
"Careful, pal. Some things in here will kill you before you can say 'boo.'"
Answer
Choose left: Pick the card on the left.
Choose middle: Pick the card in the middle.
Choose right: Pick the card on the right.

New Affinity Mission: The Little Rich Girl

You joined the Murderess and Yolanda on their hunt. Use an especially weak weapon to defeat an indigen.

Objective 1

Achieve any objective:

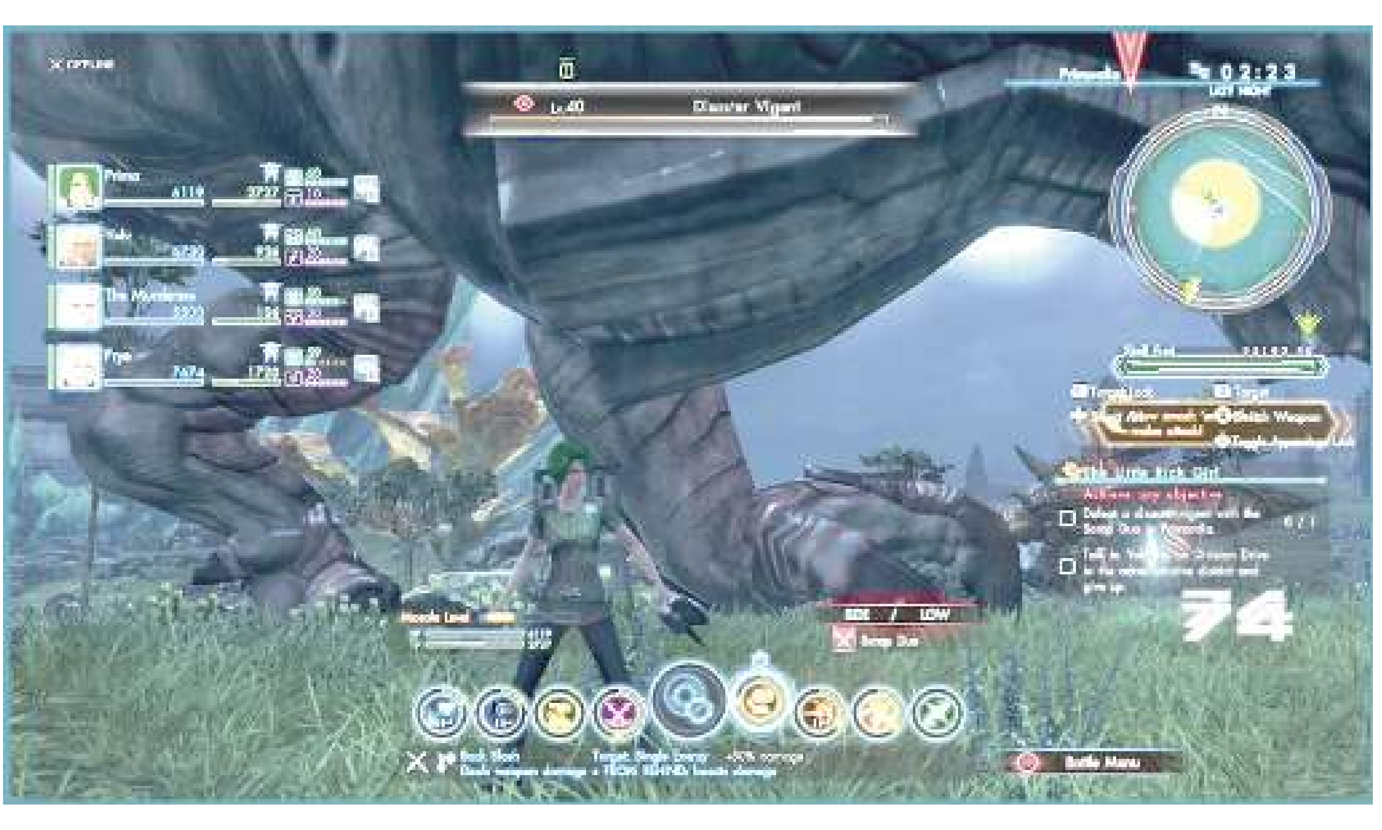
- **Defeat a disaster vigent with the Scrap Duo in Primordia.**
- **Talk to Yolanda on Division Drive in the Administrative District and give up.**

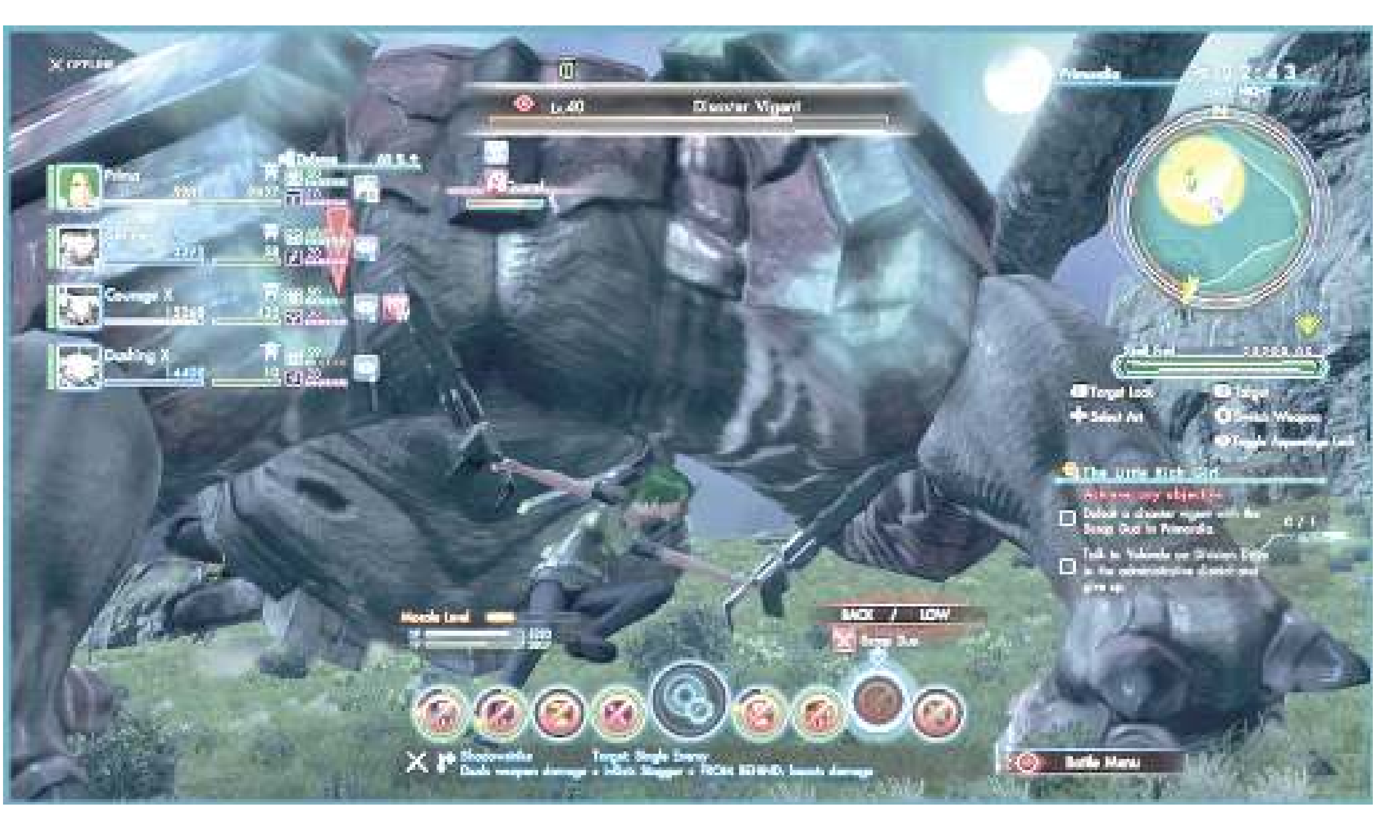
What's life without a little adventure? Go ahead and buy a piddly Scrap Duo from the shop terminal, then head out to hunt. Remember to switch to a class or change your lead character to one that is actually able to equip the Duo (Dual Swords).

Disaster Vigent

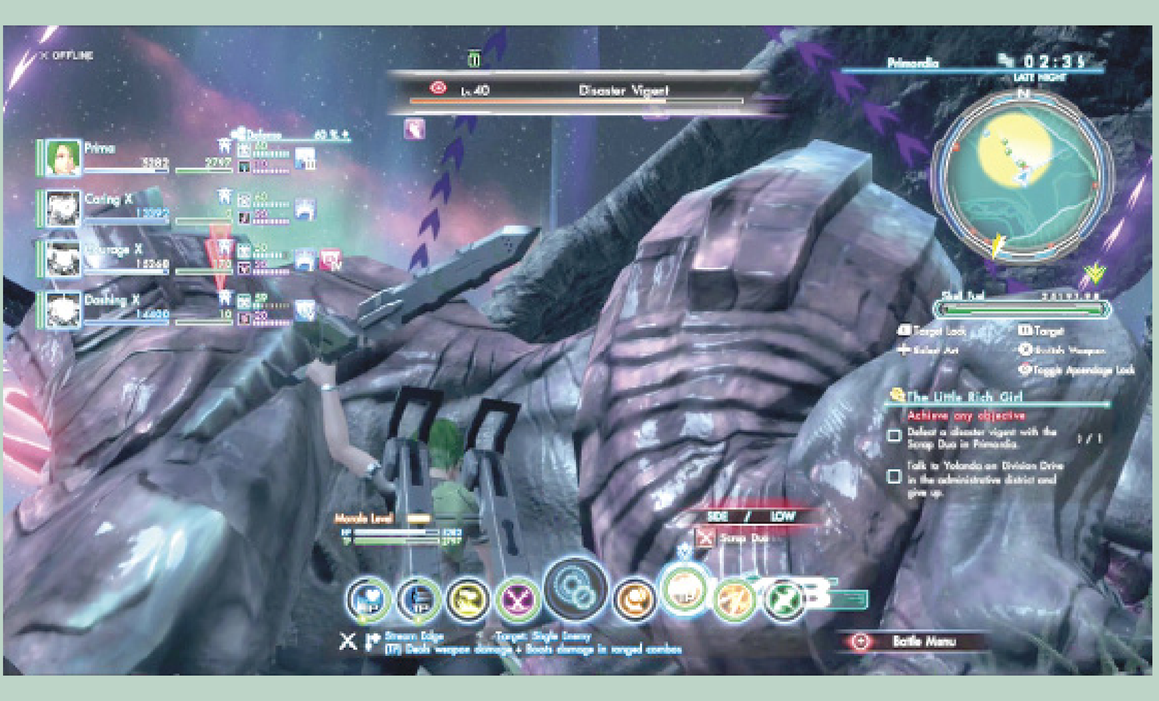
Lv. 40: Enemy

The vigent is large, hits hard, and can buff himself up and hit even harder. Counter this with as many debuffs and usages of Bind as possible. Or you could go the far easier route…


Disaster Vigent
Lv.40
The Little Rich Girl
Achieve any objective
Battle Menu


Disaster Vigent
Lv.40
The Little Rich Girl
Achieve any objective
Battle Menu

Tatsu's Tips: Cheat the Cheater!


Disaster Vigent
Primordia
The Little Rich Girl
Achieve any objective
Battle Menu

The vigent's already tough without you having to fight it with a weapon that does barely any damage! However, here's a fun tip to beat Yolanda at her own underhanded game: Start the battle on foot and hit the Vigent with the Scrap Duo once. Once you've done that, get back into your Skell. The game will still count your win as having been accomplished with the Scrap Duo!

Objective 2

Talk to Yolanda on Division Drive in the Administrative District.

Q&A Time!

Yolanda
"Fine again. The pot was 2,101 credits. Here you go."
Answer
Query: Ask the Murderess for your share of the pot.
Celebrate: Suggest moving the party over to the diner.

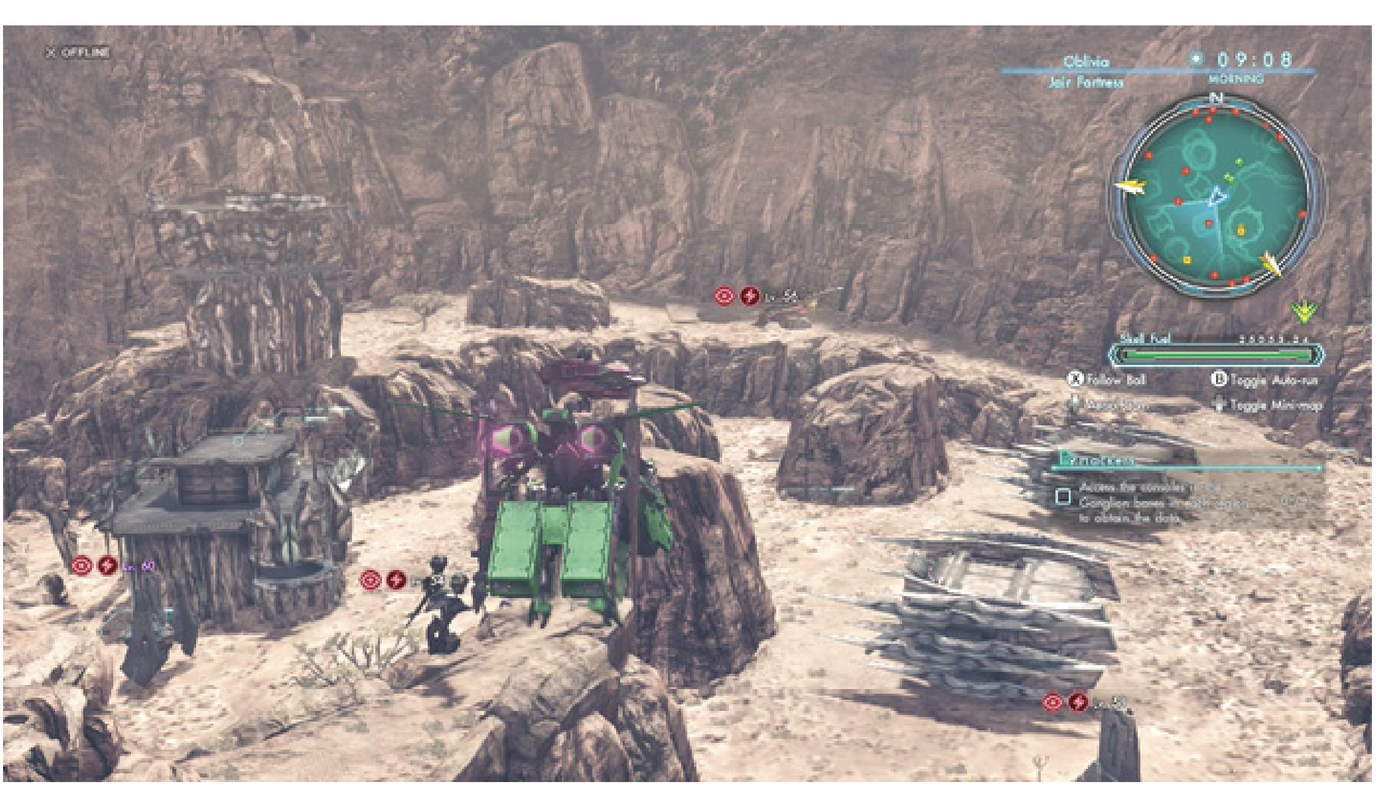
Objective 3

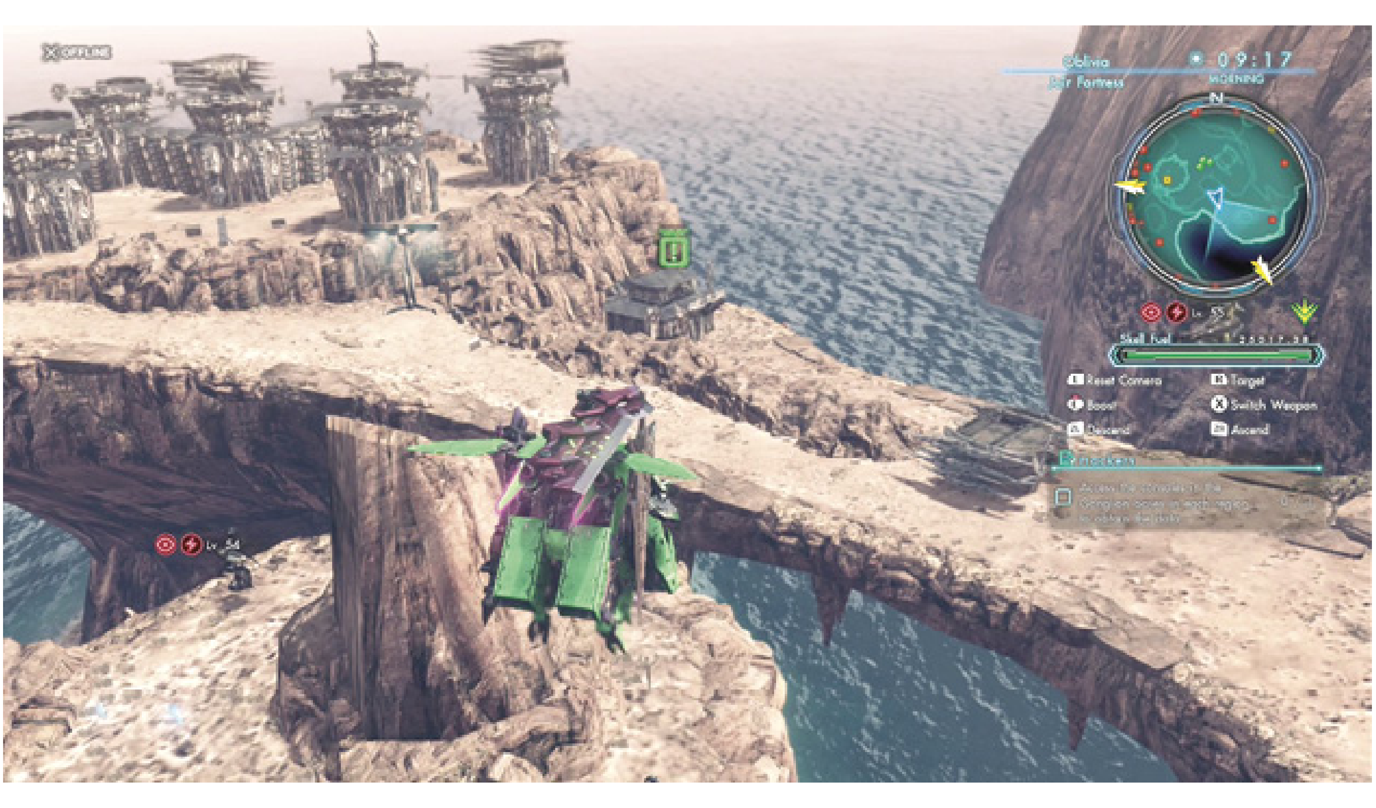
Talk to Eleonora on the BLADE Concourse in the Administrative District.

Objective 4

Complete all objectives:

- **Hackers: Access the consoles in the Ganglion base in each region to obtain the data.**
- **Securing Lan'cord: Access the consoles in the Ganglion bases in each region to find Lan'cord.**

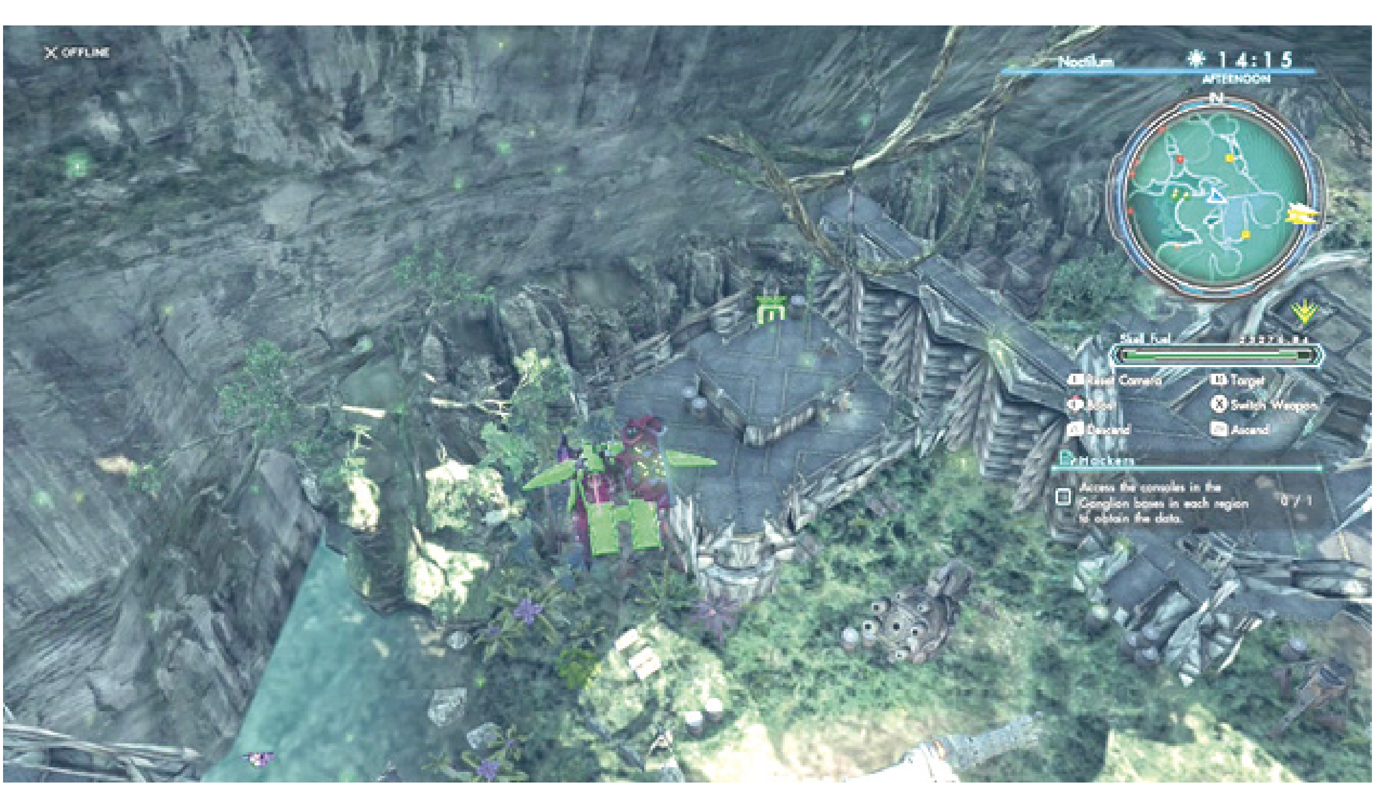

Oblivia
Jair Fortress
09:08

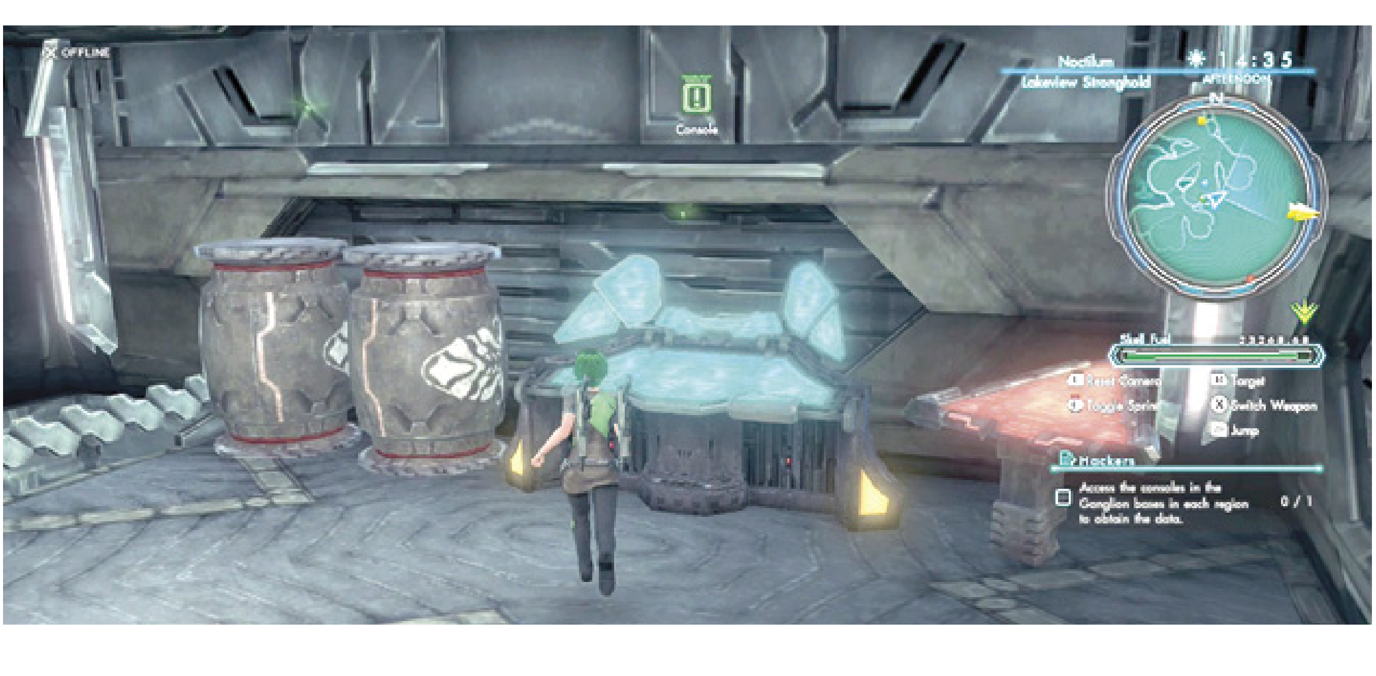

Oblivia
Jair Fortress
09:17
Hackers

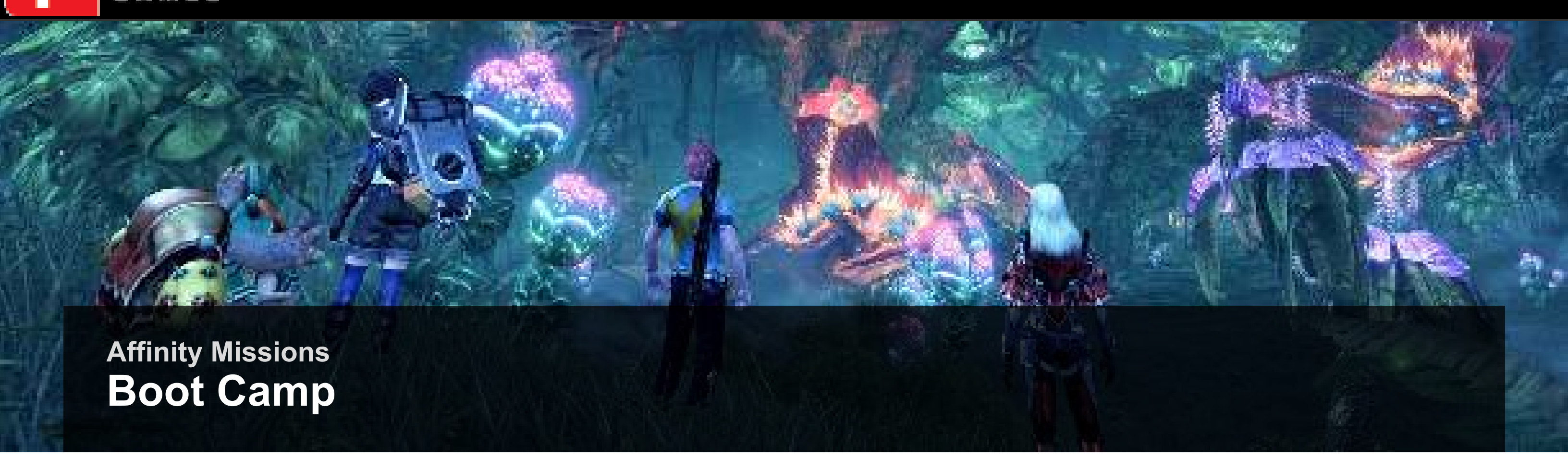
The two Ganglion bases which aren't Lakeview Stronghold (where the data is housed) contain Lan'cord's location instead. This includes Jair Fortress. If you exercise that option, be sure your party's levels are in the 50s.

Lakeview Stronghold in Noctilum contains the data you're looking for. There's less ground to cover in this stronghold but just as many enemies to deal with, if not more.

With all the pieces in place, go for Lan'cord, who is near Lake Basel in Oblivia.


Noctilum
14:15
AFTERNOON
Hackers
Access the consoles in the Ganglion bases in each region to obtain the data. 0 / 1


Noctilum
Lakeview Stronghold
AFTERNOON
Console
Hackers
Access the consoles in the Ganglion bases in each region to obtain the data. 0 / 1



Affinity Missions

Boot Camp

Mission Prertequisites

- **Level: 41.**
- **Affinity: Gwin (1 Heart).**
- **Complete Chapter 10.**
- **The Outfitters Test Hangar must not be in use.**

Q&A Time!

Elma

"Well, if you're in a place like this…"

Answer

Deduce: Assume his problem is combat-related.

Speculate: Ask if he's having lady trouble.

Mission Walkthrough

For this mission, Gwin comes to you, Elma, and Lin for what amounts to a self-improvement session. Help him become a better soldier and a better BLADE. This affinity mission is a requirement for Chapter 11.

New Affinity Mission: Boot Camp

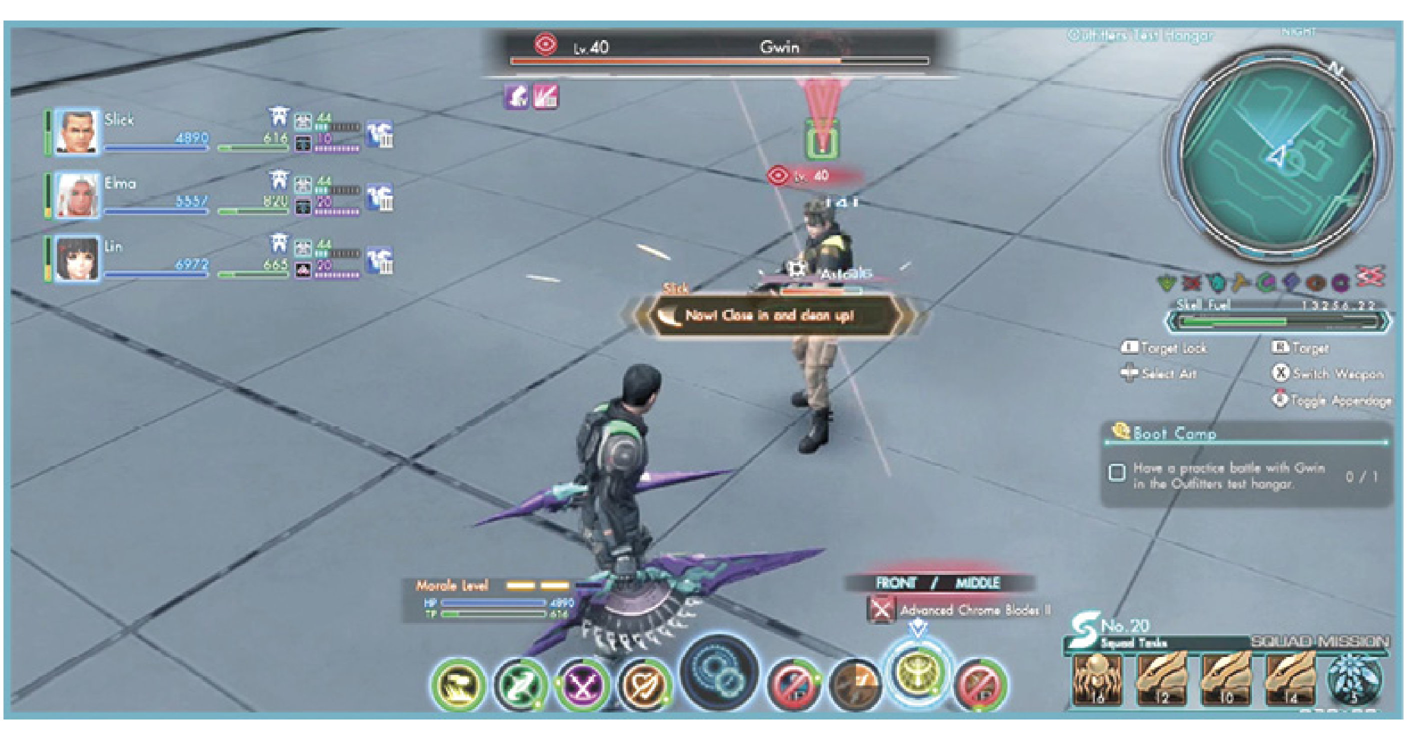
Train with Gwin to help him get stronger.

Objective 1

Have a practice battle with Gwin in the Outfitters Test Hangar.

Gwin

Lv. 40: Boss



Now! Close in and clean up!
Boot Camp
Have a practice battle with Gwin in the Outfitters test hangar.
FRONT / MIDDLE
Advanced Chrome Blades II
Morale Level
SQUAD MISSION

Gwin can use all of the Arts that he's received up to this point, but he's a lower level than the rest of you and it's a three-on-one battle. Handle him the same way you would handle a Ganglion trooper, and you'll be fine.

Q&A Time!

Gwin

"It's no use. My weapons just don't pack enough punch. I need better gear."

Answer

Agree: Tell him his little pea-shooter is useless.

Press: Ask if he really thinks it's the weapon's fault.

Objective 2

Purchase a Soldier Assault Rifle at the shop.

Objective 3

Talk to Gwin in the Outfitters Test Hangar.

Elma gives Gwin a low-level gun for training purposes. With this in mind, it's off to perform a few sub-missions.

Objective 4

Complete all objectives:

- **Elma's Task A: Defeat two silver suids using a Soldier Assault Rifle in Primordia.**
- **Elma's Task B: Defeat two silver femina suids using a Soldier Assault Rifle in Primordia.**
- **Elma's Task C: Defeat two tough armored suids with a Soldier Assault Rifle in Primordia.**

Q&A Time!

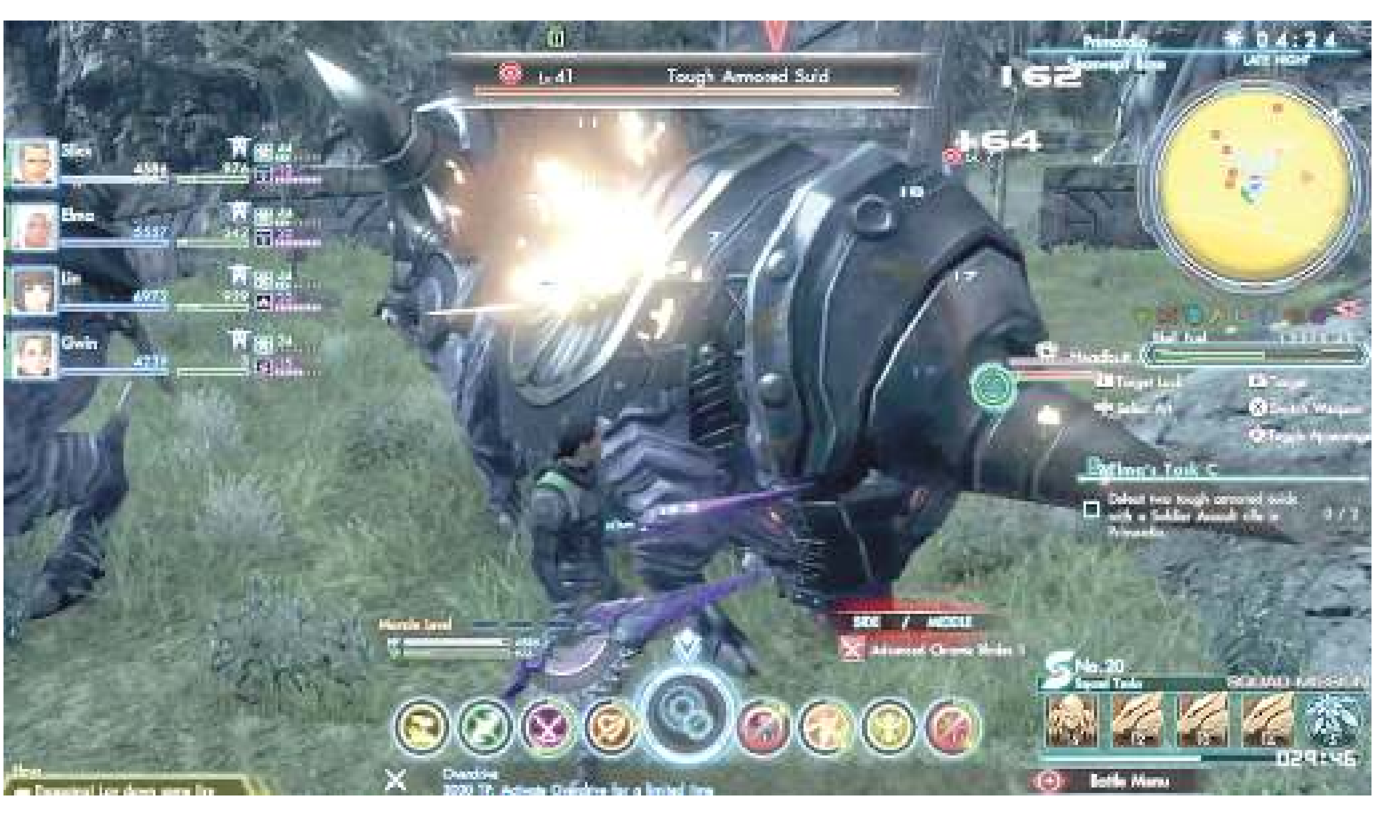
Gwin

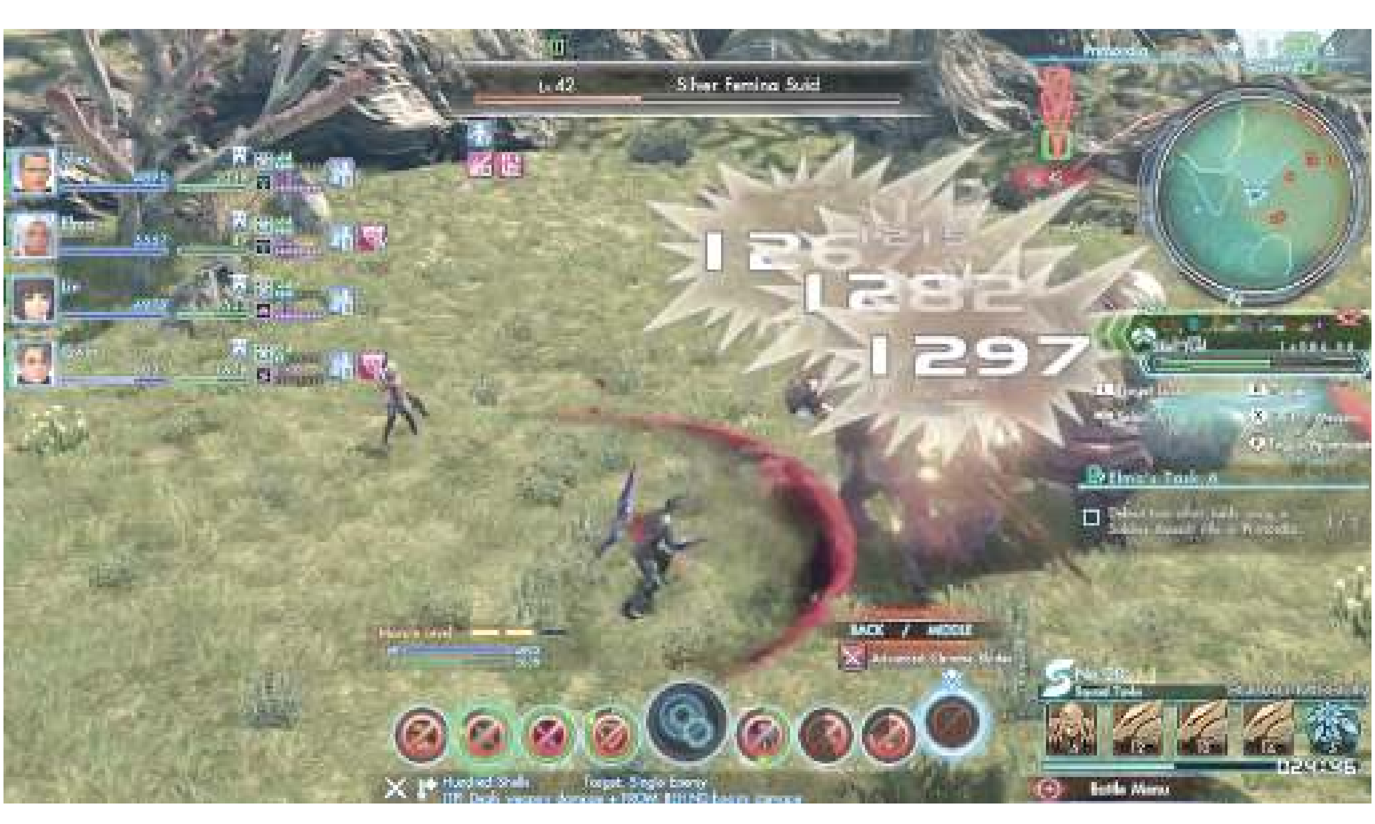
"M-ma'am, yes, ma'am!"

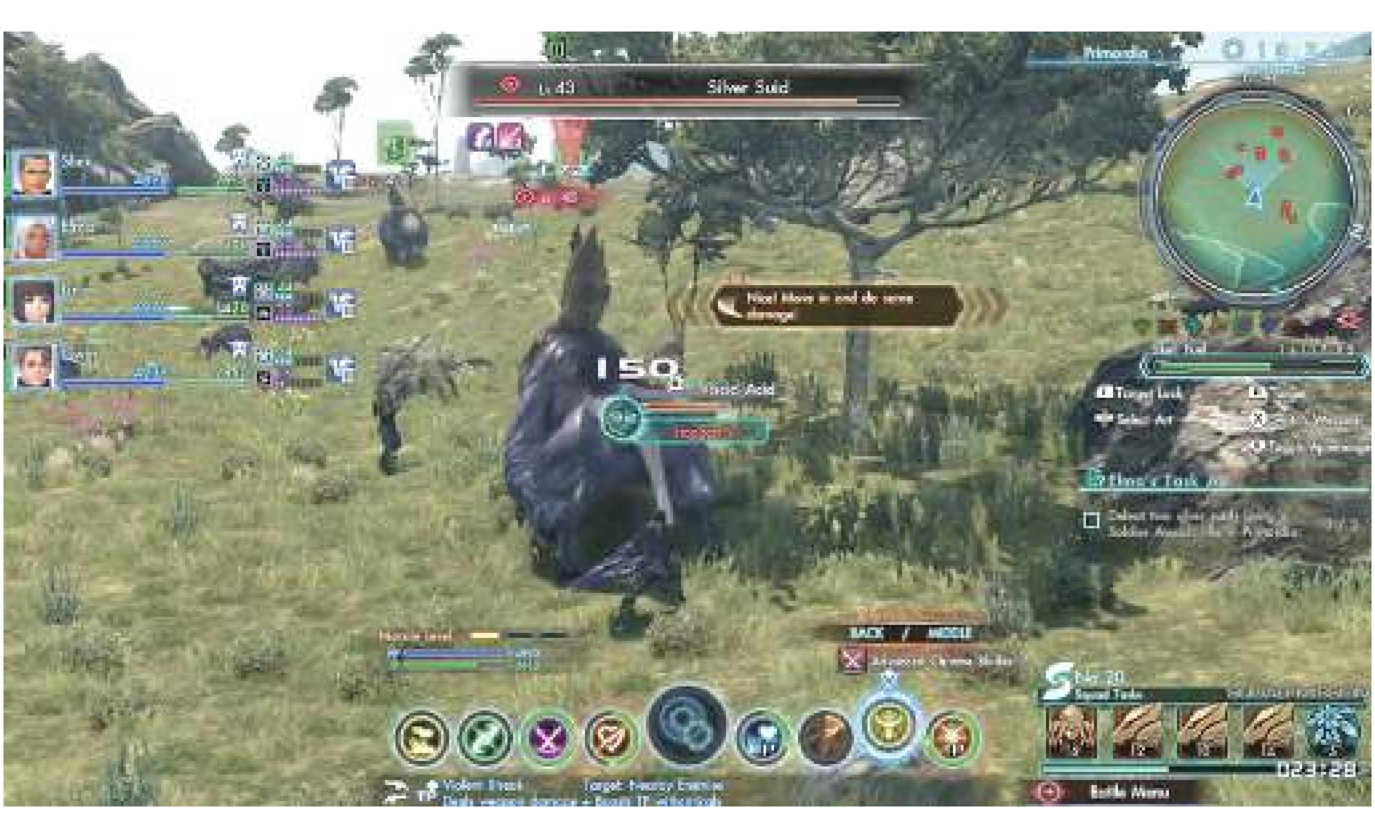
Answer

Mutter: Comment about what a taskmaster Elma is.

Defend: Say that Elma was too harsh on Gwin.







All of the indigens Elma asks you to fight are below your level, and even though Gwin has a pea shooter with him, you're allowed to take the whole party, rendering power issues moot. If you have Skells, you can use them for this mission—just make sure Gwin fights on foot and uses ranged attacks. Be sure to equip Gwin with the recently purchased Soldier Assault Rifle if you haven't done so already. For the tough armored suids, use debuffs to lower physical resistance; otherwise, they can take a while.

Objective 5

Return to the Outfitters Test Hangar in the Industrial District.

After some training, Gwin wants a rematch. Oblige him.

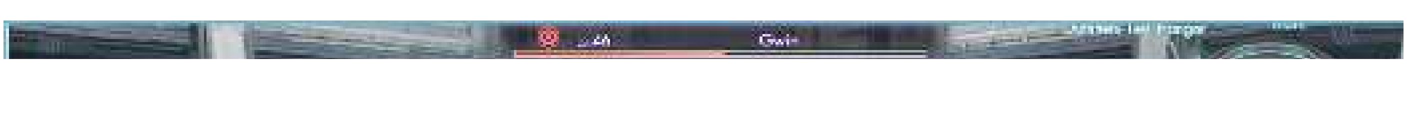
Objective 6

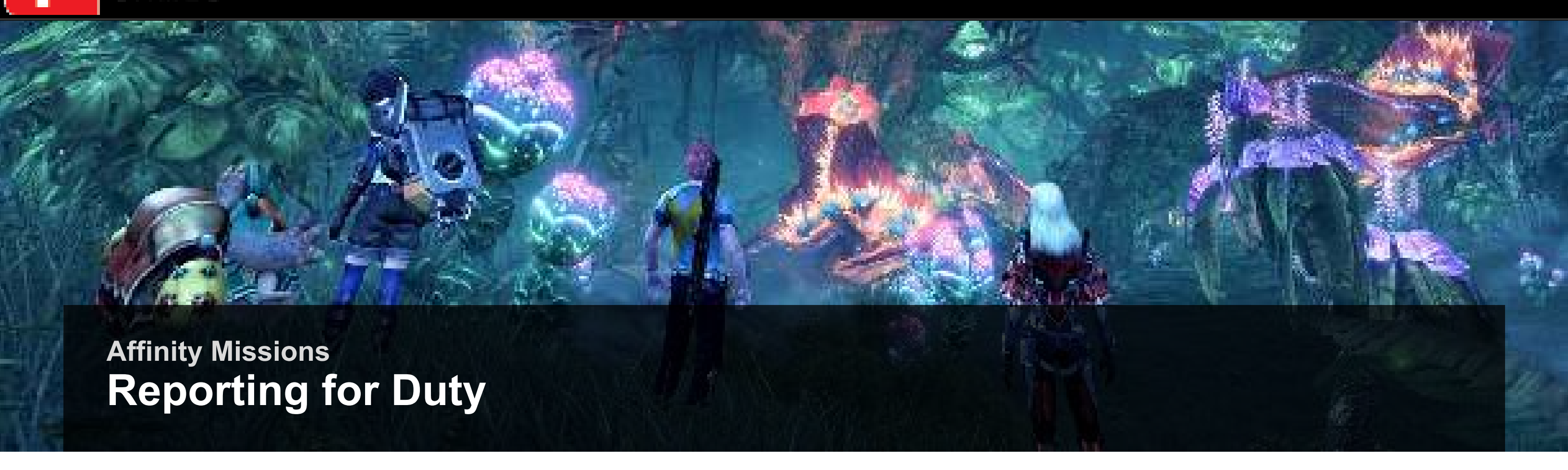
Have another practice battle with Gwin in the Outfitters Test Hangar.

Gwin

Lv. 46: Boss

If you came into the hangar with your Skells, then you can actually use them on Gwin for minimum hassle (and maximum hilarity). Either way, Gwin fights exactly as he did before, except he is now six levels higher than he used to be. Don't let that extra power throw you off your game.





Reporting for Duty

Mission Prerequisites

- **Level: 41.**
- **Affinity: Nagi (3 Hearts).**
- **Complete Chapter 10.**
- **Complete the "Nagi's Time" affinity mission.**
- **Required Members: Elma, Lin, and Nagi.**

Mission Walkthrough

A BLADE team has been captured. Defense Secretary Nagi decides to step in personally.

Q&A Time!

Elma
"This sounds serious."
Answer
Inquire: Ask about the Mediators.
Query: Ask where they were taken.

New Affinity Mission: Reporting for Duty

Orton's team has been taken by the Ganglion. Work with Secretary Nagi to save them.

Objective 1

Head to Sylvalum's Hilal Stronghold.

Objective 2

Talk to the survivors inside Sylvalum's Hilal Stronghold.

Knight Rage

Milesadi Executioner
Marla
FRONT / MIDDLE
Ultra Godbreaker Lightblade
Draw Weapon
Battle Menu

Fight or fly your way to the building at the back of the stronghold and open the door at the ground floor. Then climb to the top to find the survivors.

Q&A Time!

Lin
"We lost her."
Answer
Avenge: Swear to avenge Marla, no matter the cost.
Promise: Vow to get Orton home safe.

Objective 3

Head to Sylvalum's Badr Stronghold and rescue the survivors.

Once again, fight or fly your way to the rear building on the right. You can enter from the top or bottom.

Objective 4

Achieve all objectives:

- **Repel the Marnuck commander.**
- **Repel two Marnuck soldiers.**

Marnuck Soldier x2

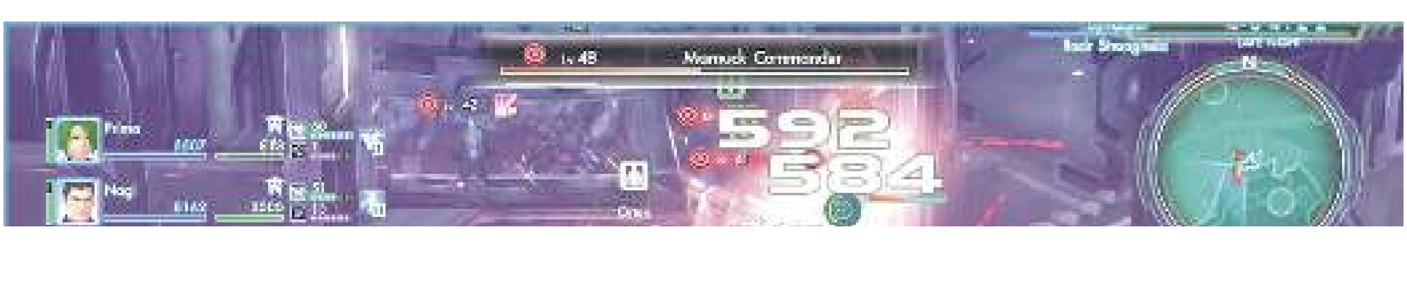
Lv. 41: Enemy

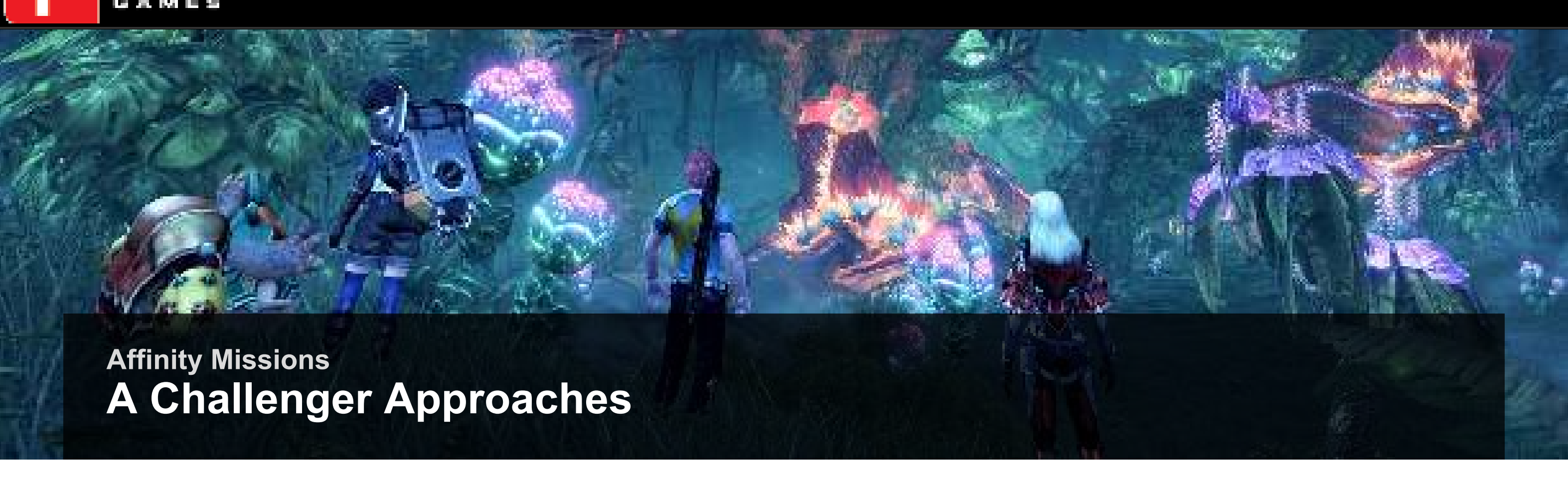
Marnuck Commander

Lv. 48: Boss

Marnuck Commander
Battle Menu

For all of the fanfare accompanying it, this actually isn't much of a boss battle. Outside of the difference in levels, the commander can be treated exactly like his soldiers. Use standard flanking and fire-concentration techniques, and do your best not to have one character draw aggro on all three enemies (this goes double if Lin is in your party, which she likely is. Be cautious if she has the Trash Talk Art equipped!).. Finally, don't let the Marnucks gain the high ground using the steps.





Affinity Missions

A Challenger Approaches

Mission Prerequisites

- **Level: 42.**
- **Complete Chapter 10.**
- **Complete "Prospective Partners".**
- **Required Members: Elma and Lin.**

Mission Walkthrough

Chausson has decided to go forth with the plan to form an alliance with the Wrothians. However, they are a fierce and proud race who usually use fighting to solve even diplomatic disputes. In other words, bring your highest-level party members and most powerful Skells—you'll need them.

New Affinity Mission: A Challenger Approaches

Deliver the letter from Director General Chausson and join forces with the Wrothians.

Objective 1

Head to Oblivia's Wrothian Stronghold.

If you've placed a probe at FrontierNav Site 315 in Oblivia, fast-travel there to get right to the action and request an audience with Ga Jiarg.

Q&A Time!

Ga Buidhe
"I would not have it happen again."
Answer
Persuade: Tell Ga Buidhe that it's very important you see the prince.
Gripe: Insist that Ga Buidhe let you see the prince at once.

Q&A Time!

Ga Buidhe
"I care not for your opinion on this matter."
Answer
Press: Say that Ga Jiarg should decide for himself.
Beg: Plead with Ga Buidhe to let you through.

Q&A Time!

Ga Buidhe
"Such is the Wrothian way!"
Answer
Accept: Take on Ga Buidhe's challenge.
Reject: Say you did not come to fight.

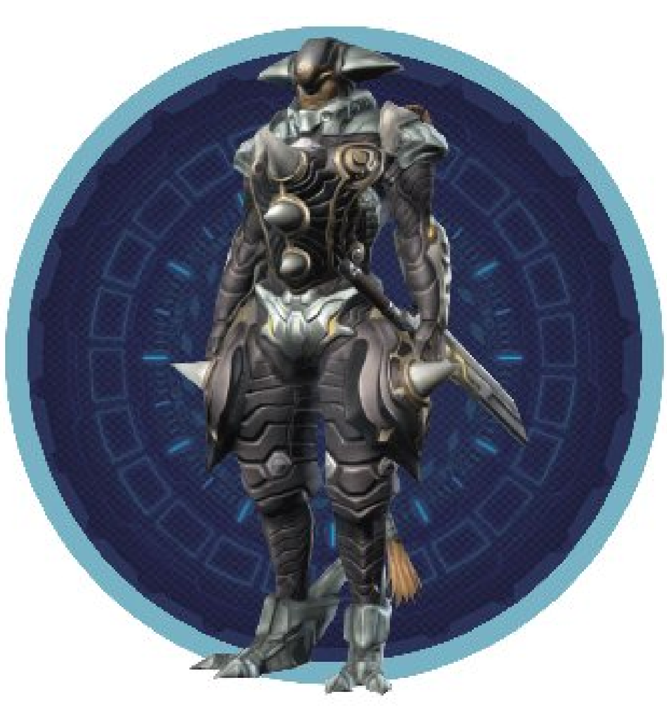
Objective 2

Achieve all objectives:

- **Defeat Ga Buidhe.**
- **Defeat Zo Borri.**
- **Defeat Zo Fwor.**

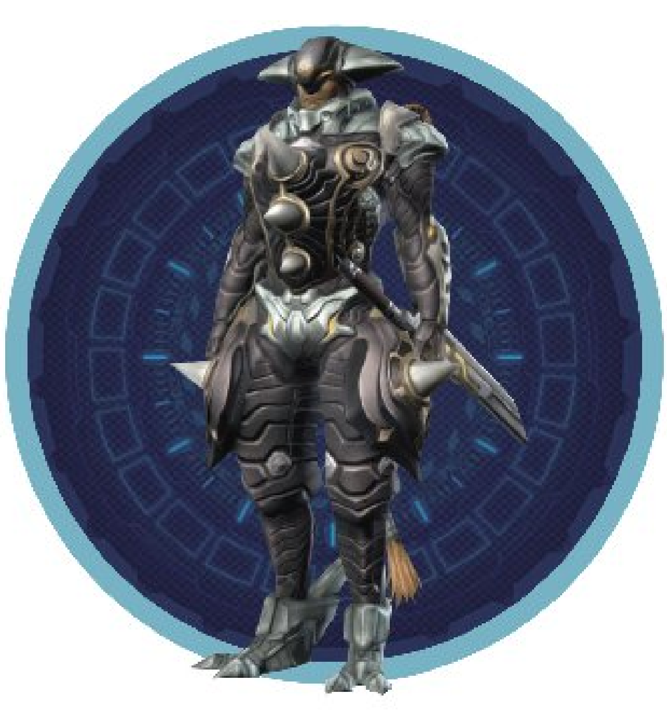
Zo Borri

Lv. 44: Enemy



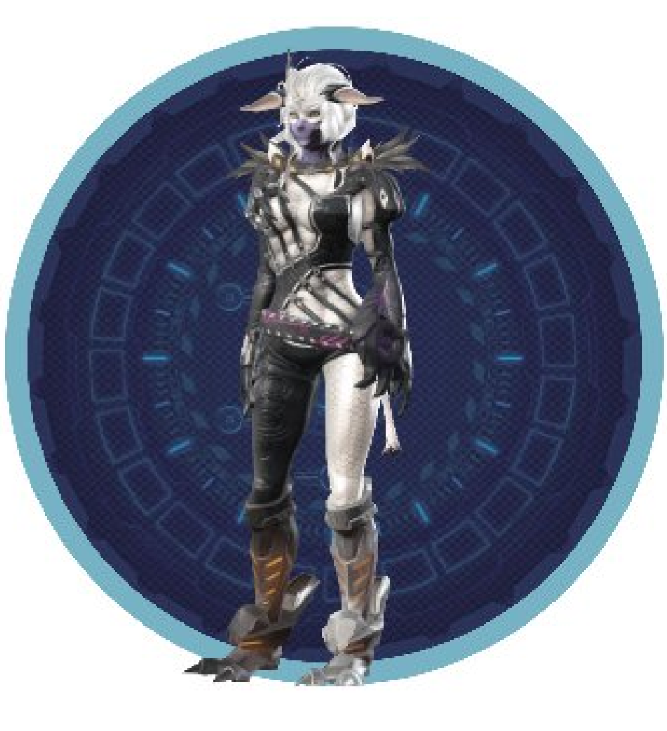
Zo Fwor

Lv. 44: Enemy



Ga Buidhe

Lv. 46: Boss



Diplomacy has…succeeded? Since the Wrothians are a warrior race, however, you still have to fight and fight hard. If you're not comparatively leveled, then go ahead and get in your Skells (this is a little easier if you lose the battle once) so you can do what damage you can.

Be sure to concentrate your four-on-one fire on Ga Buidhe's backup; they are similar to the Wrothians you fought in Chapter 9. Stay on your feet and move to advantageous positions whenever possible, because it's easy for them to run rings around you and get in a frontal attack.

The real problem, however, is Ga Buidhe, who has absolutely insane evasive abilities, especially if you're below her in levels. Make sure you're at least her level, and preferably a few levels above, if you want to have any hope of your attacks not whiffing. Ga Buidhe is also a speed demon and has lightning-fast flying kicks and projectile attacks at her disposal. She, too, fights like she did in Chapter 9, but she's powered up for this encounter.

In the end, use your best armor and debuffs, exercise liberal use of Overdrive, and don't be afraid to use the Skell flight module if you have one and snipe the Wrothians from afar to minimize damage.

Winning the battle gains you an audience with the prince, who asks for medicine in exchange for signing your treaty.

Objective 3

Achieve any objective:

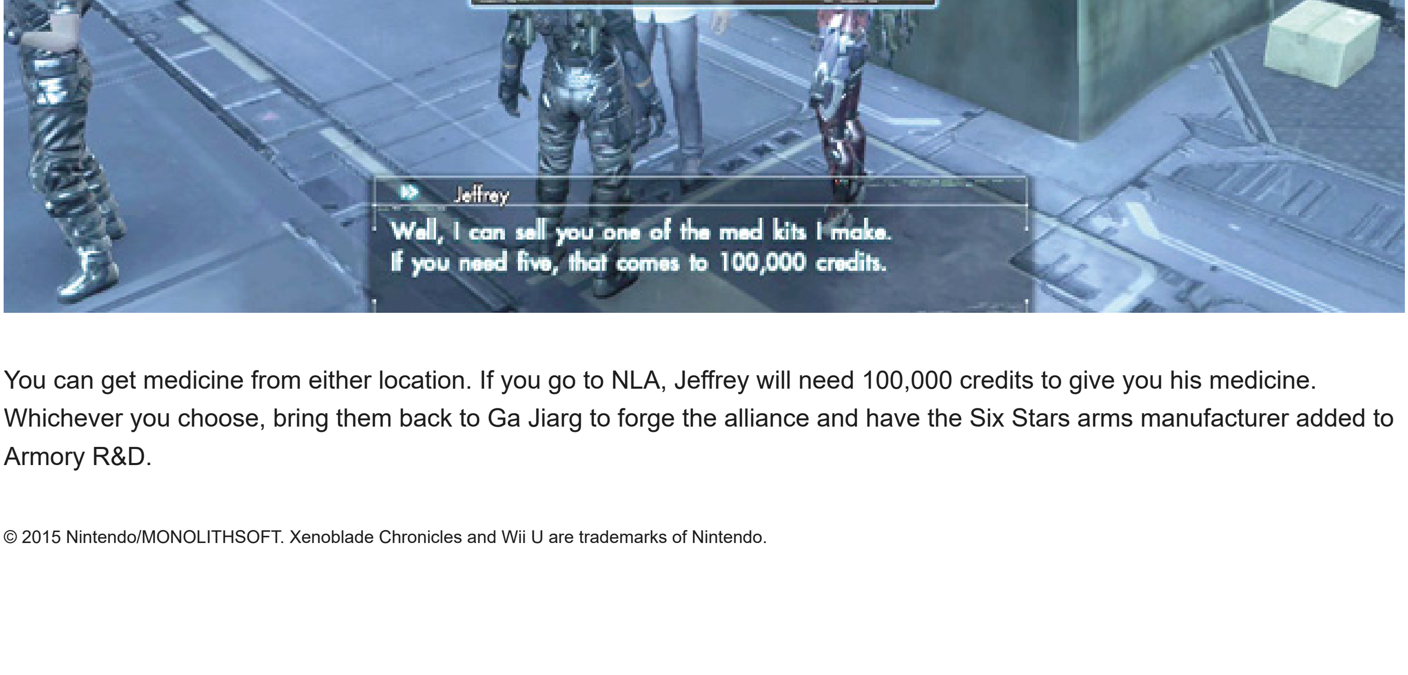
- **Obtain five med kits from the storage supply room in Sylvalum's Hilal Stronghold.**
- **Obtain five med kits from Jeffrey in front of the restricted hangar in the Administrative District.**

Q&A Time!

Ga Jiarg
"Mira is a harsh land. Should our survival mean your doom, it must be so."
Answer
Nod: Say you'll cross that bridge when you come to it.
Laugh: Tell Ga Jiarg you would relish the challenge.
Muse: Wonder if the alliance might last longer than Ga Jiarg thinks.

Objective 4

Talk to Ga Jiarg in Oblivia's Wrothian Stronghold.



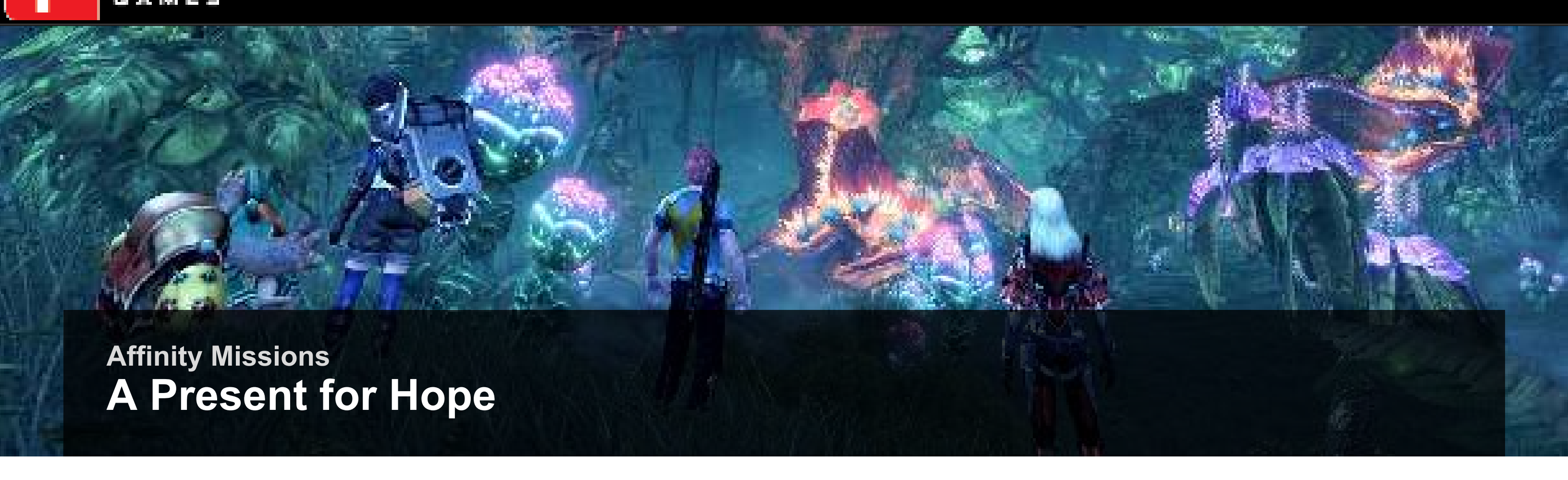
Credits: 420598

Buy five med kits for 100,000 credits.

Purchase
Wait

Jeffrey
Well, I can sell you one of the med kits I make.
If you need five, that comes to 100,000 credits.

You can get medicine from either location. If you go to NLA, Jeffrey will need 100,000 credits to give you his medicine. Whichever you choose, bring them back to Ga Jiarg to forge the alliance and have the Six Stars arms manufacturer added to Armory R&D.



A Present for Hope

Mission Prerequisites

- **Level: 44.**
- **Affinity: Hope (4 Hearts).**
- **Complete Chapter 10.**
- **Complete the "A False Hope" affinity mission.**
- **Required Members: Hope Alanzi.**

Mission Walkthrough

Sensing that something might be wrong with Hope, Ada approaches you and Team Elma for assistance.

Q&A Time!

Ada

"You know if anything's up? I'm worried about her."

Answer

Evade: Say that you have no clue what is bugging Hope.

Guess: Tell Ada that Hope must be mourning Ornella's death.

Q&A Time!

Hope

"It's made me scared to help anyone—and now I'm just paralyzed."

Answer

Encourage: Tell Hope that she is not a burden on anyone.

Suggest: Tell Hope that she is overcomplicating things.

Q&A Time!

Hope

"Sorry, I…I was just thinking."

Answer

Worry: Tell Hope that she appears to be on the verge of tears.

Query: Ask Hope what is wrong.

Q&A Time!

Ada

"Did you pick up on any ways we might be able to cheer her up?"

Answer

Divulge: Tell Ada everything.

Withhold: Keep Hope's words to yourself.

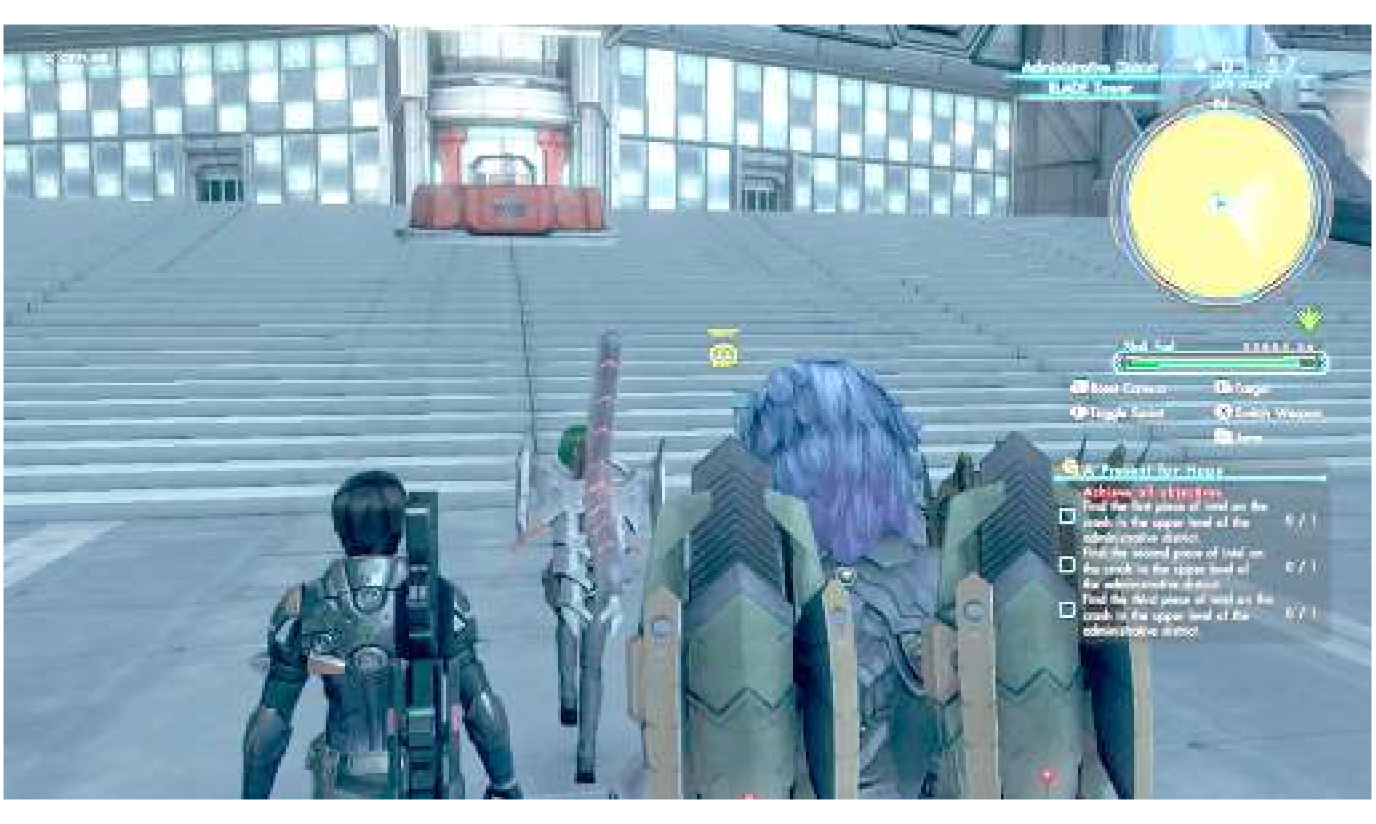
New Affinity Mission: A Present for Hope

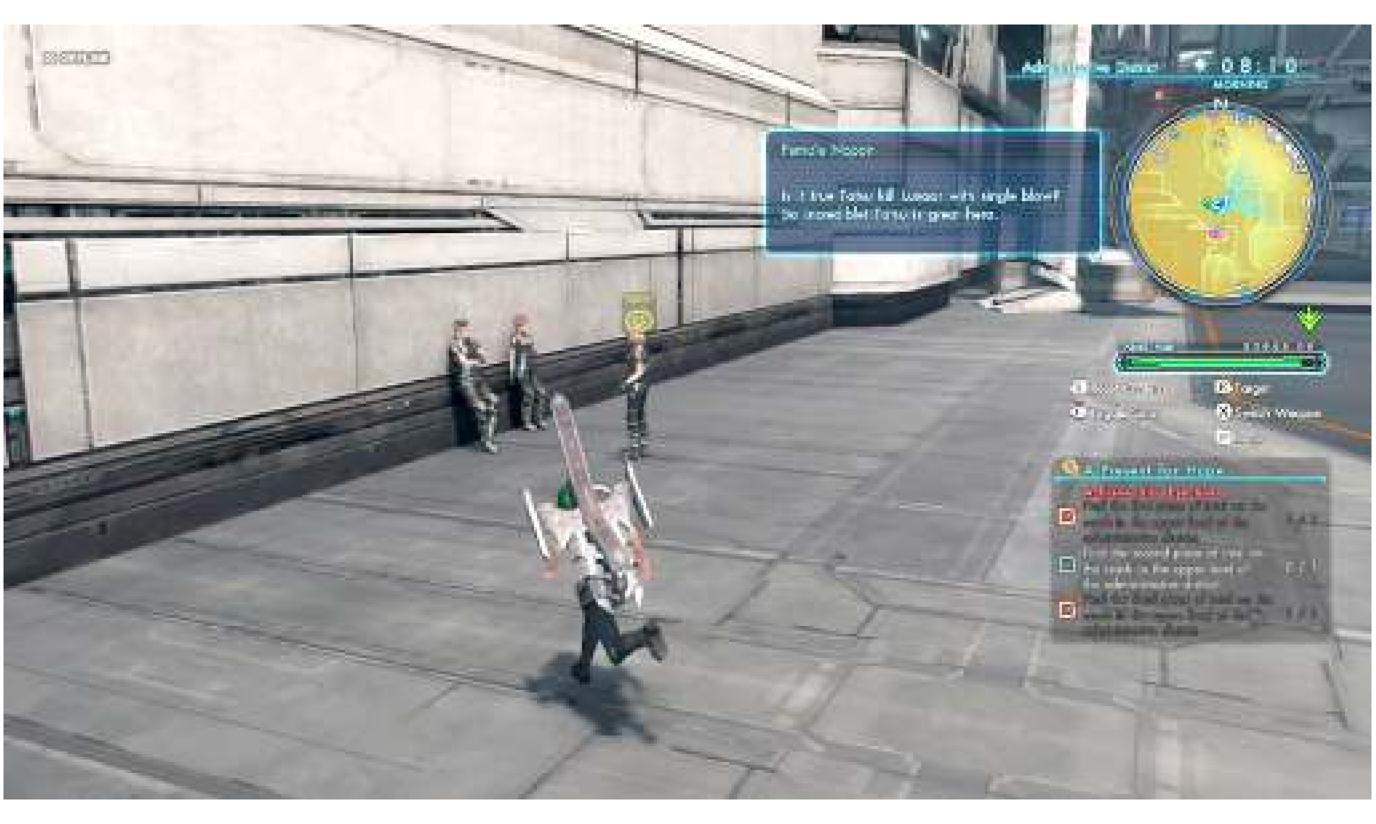
Cheer up Hope by looking for information regarding her father's missing journal.

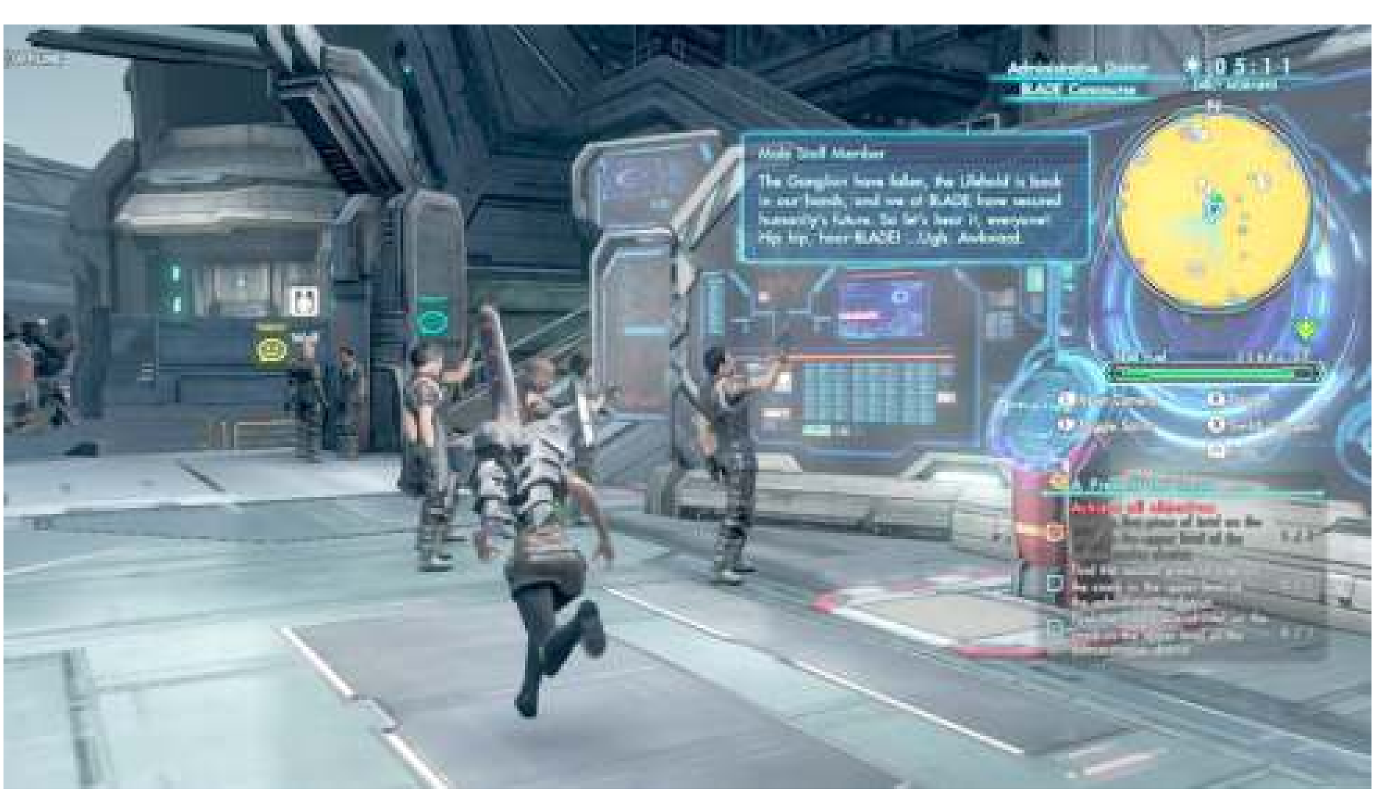
Objective 1

Achieve all objectives:

- **Find the first piece of intel on the crash in the upper level of the Administrative District.**
- **Find the second piece of intel on the crash in the upper level of the Administrative District.**
- **Find the third piece of intel on the crash in the upper level of the Administrative District.**







Male Staff Member

The Ganglion have fallen, the Lifehold is back in our hands, and we at BLADE have secured humanity's future. So let's hear it, everyone! Hip hip, hoo-BLADE! ...Ugh. Awkward.

The first piece of intel is directly in front of BLADE Tower. The second piece is along the right side of BLADE Tower. Finally, the third is directly next to Wolf at Mission Control.

Objective 2

Talk to Ada at Deliverance Park in the Residential District.

Q&A Time!

Ada

"Forget the details and just party all night. Whoo!"

Answer

Lie: Tell Hope that it is a top-secret research project.

Evade: Tell Hope that you also cannot wait to party all night.

Objective 3

Talk to Quentin on East Melville Street in the Commercial District.

Q&A Time!

Hope

"Um…do you mean…me?"

Answer

Hush: Remind Quentin of the confidentiality of this mission.

Divert: Quickly ask Quentin how work is going, to change the topic.

Objective 4

Talk to Lularita at Cauldros's Mount M'gando.

Q&A Time!

Hope

"Is there something going on I should know about?"

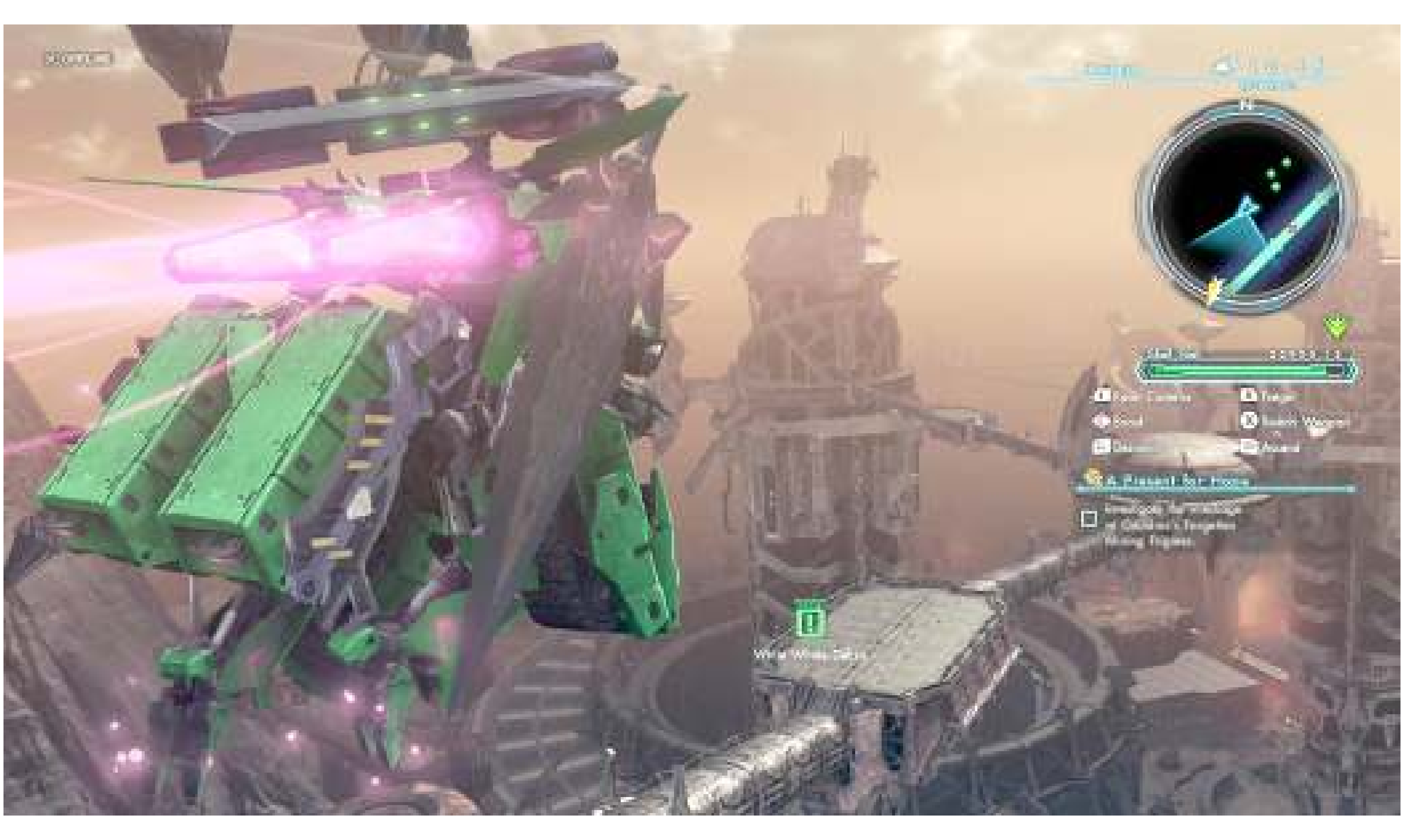
Answer

Lie: Tell Hope that it's just a crazy chain of coincidences.

Hint: Say that whatever it is, Hope is going to like it.

Objective 5

Investigate the wreckage at Cauldros's Forgotten Mining Frigates.



The wreckage is located at one of Cauldros's high bridges. You can use your flying Skells to swat the indigen flying alongside it. There are also teleporter pads which will take you up to the mining frigates.

Rocket Jacul
08:49
A Present for Hope
Battle Menu

Q&A Time!

Hope

"Was this why we came all the way out here? Why everyone was involved?"

Answer

Confirm: Tell Hope you did it to pay her back, and hand the journal over.

Gift: Yell "Surprise!" and give Hope a big smile.

Objective 6

Talk to Ada at Deliverance Park in the Residential District.

Q&A Time!

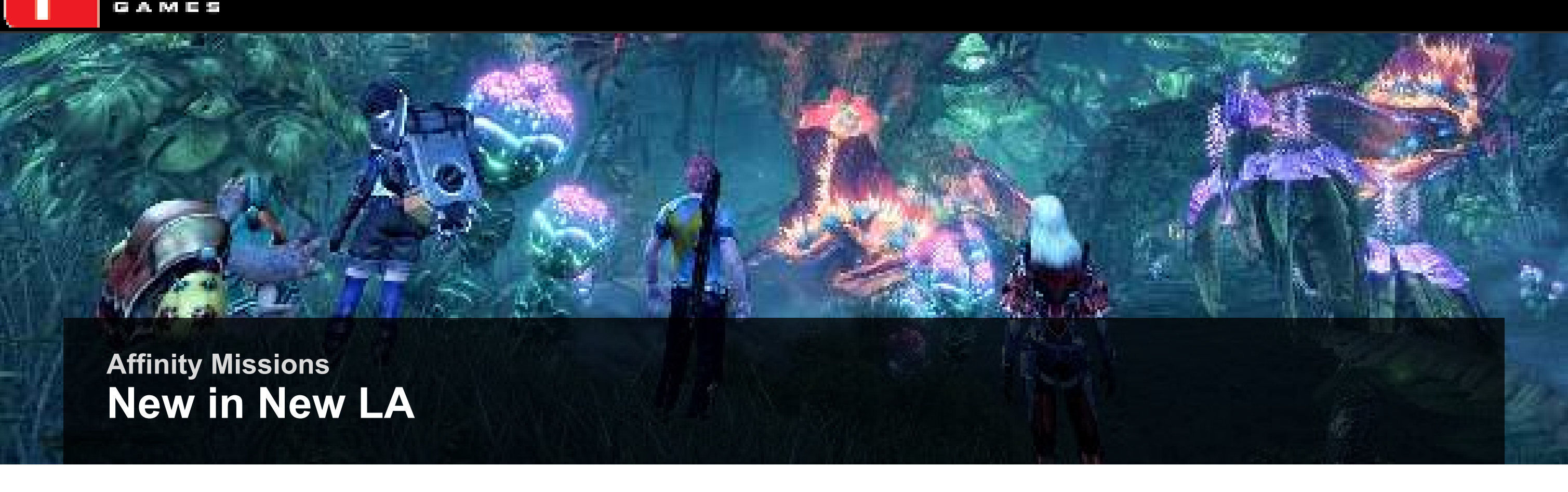
Hope

"How do I face Ada and the others when I can't trust them not to hurt me?"

Answer

Assure: Tell Hope that no one else is going to hurt her.

Force: Take Hope by the arm and lead her to Ada.



Affinity Missions

New in New LA

Q&A Time!

Chausson

"I do not appreciate your characterizing it as a threat."

Answer

Rebut: Ask what part of this is mutual.

Question: Ask why Rock has to fight.

Mission Prerequisites

- **Level: 44.**
- **Complete Chapter 9.**
- **Required Members: Lin, Elma**
- **Complete the "Manhunt" affinity mission.**

Mission Walkthrough

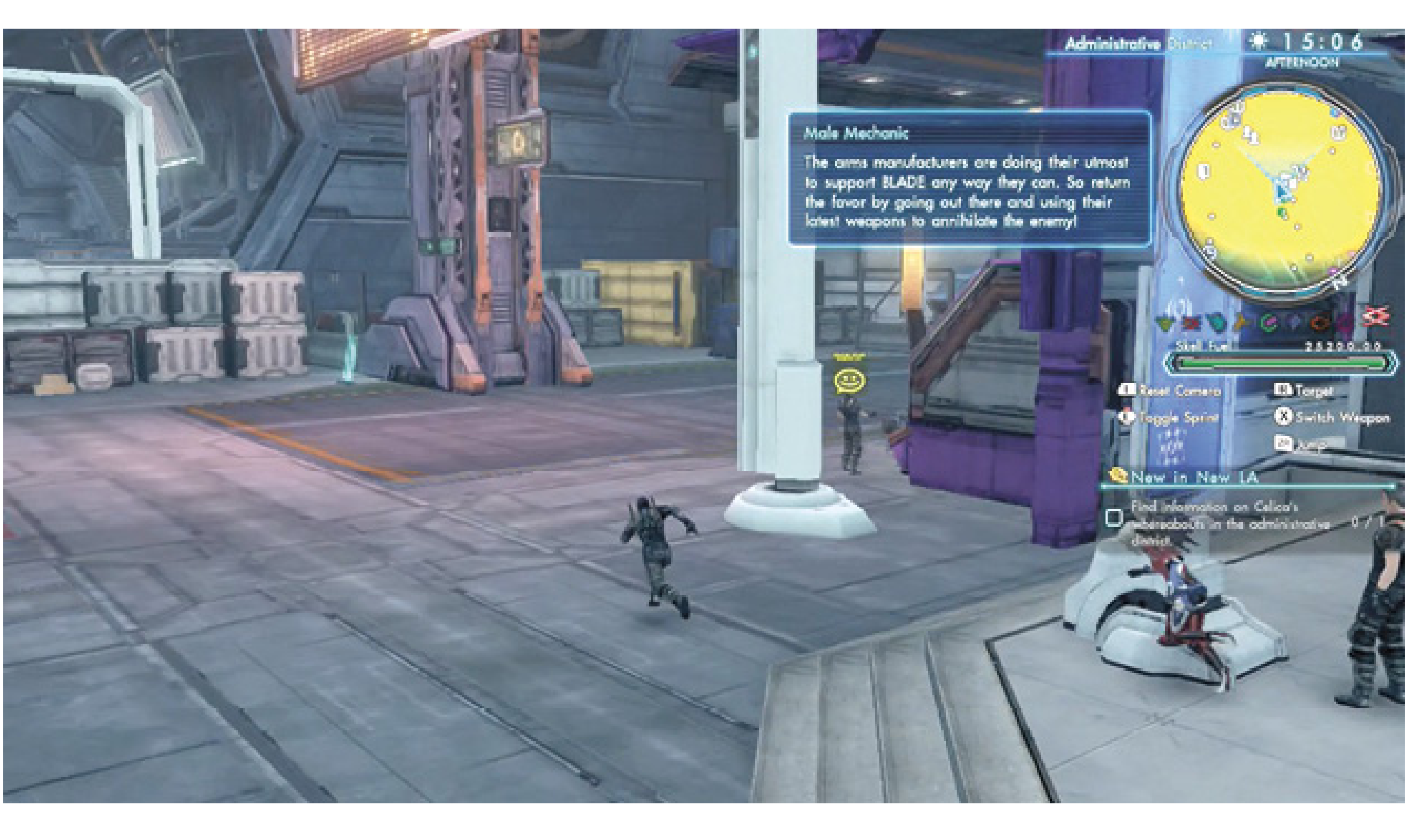
Celica and Rock have a problem—while both are welcome in New LA, Rock needs to prove himself useful to stay in the city—preferably by fighting the Ganglion. One problem with that, however: Rock is a pacifist. Celica decides to take matters into her own hands.

New Affinity Mission: New in New LA

Celica came up with an idea on how she and Rock could better contribute to New LA, then went into the wilderness. Follow her and ensure that she is safe.

Objective 1

Find information on Celica's whereabouts in the Administrative District.



Male Mechanic

The arms manufacturers are doing their utmost to support BLADE any way they can. So return the favor by going out there and using their latest weapons to annihilate the enemy!

Administrative District
15:06
AFTERNOON
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
New in New LA
Find information on Celica's whereabouts in the administrative district.
0 / 1

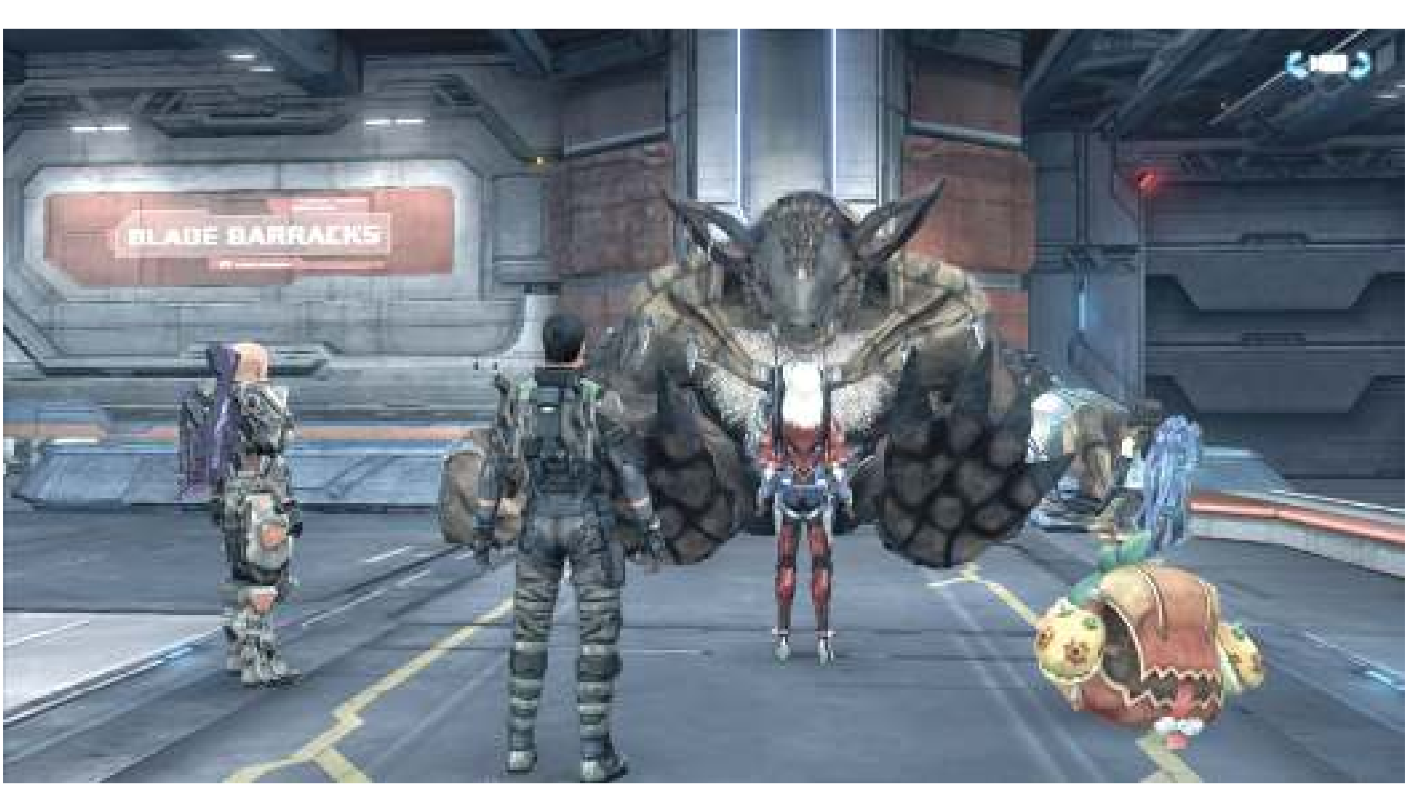
You can find the informant next to the Armory.

Objective 2

Head to BLADE Tower in the Administrative District and speak with Commander Vandham.

Objective 3

Head to the BLADE Barracks entrance in the Administrative District and talk to Rock.

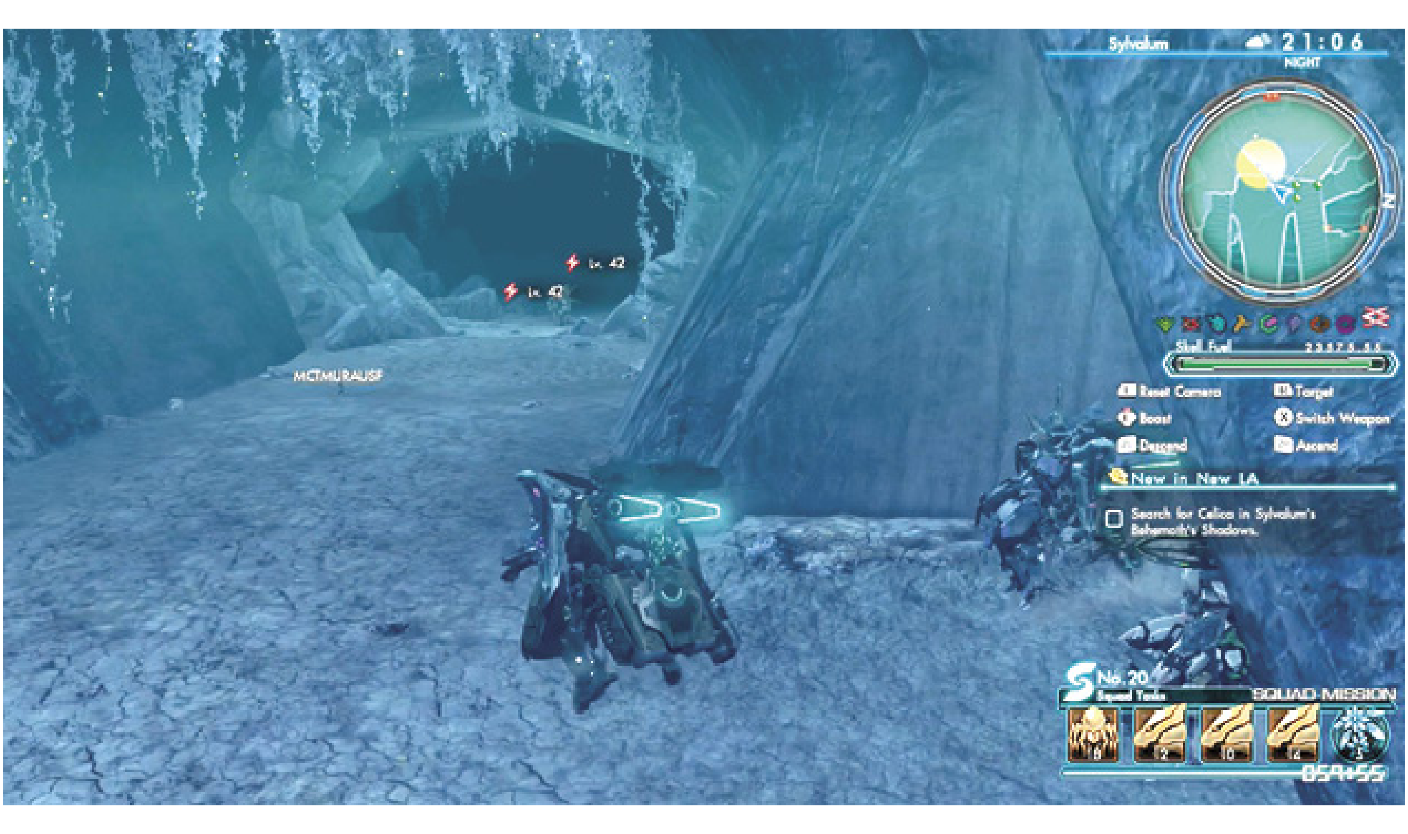


BLADE BARRACKS

As usual, Rock's hard to miss—he's sitting directly in front of the BLADE Barracks. Talk to him so he can beg you for help with Celica.

Objective 4

Search for Celica in Sylvalum's Behemoth's Shadows.



Sylvalum
21:06
NIGHT
Lv. 42
Lv. 42
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
New in New LA
Search for Celica in Sylvalum's Behemoth's Shadows.
No. 20
Squad Tasks
SQUAD MISSION

It's easier to land a Skell near the rendezvous point shown on the mini-map and then use the Follow Ball—this cave's easy to miss from high above.

Q&A Time!

Rock

"N-no, I'll go. I have to help Celica."

Answer

Assure: Tell Rock that you've got things covered if he wants to stay.

Support: Say that you'll protect the both of them.

Objective 5

Head into the deepest reaches of Sylvalum's Behemoth's Shadows.

Lv. 44
Cave Cantor
206
Behemoth's Shadows
Slick
Elma
Lin
Rock
Morale Level
SIDE / LOW
Ultra Ceramic Blades
No. 20
SQUAD MISSION
Battle Menu
New in New LA

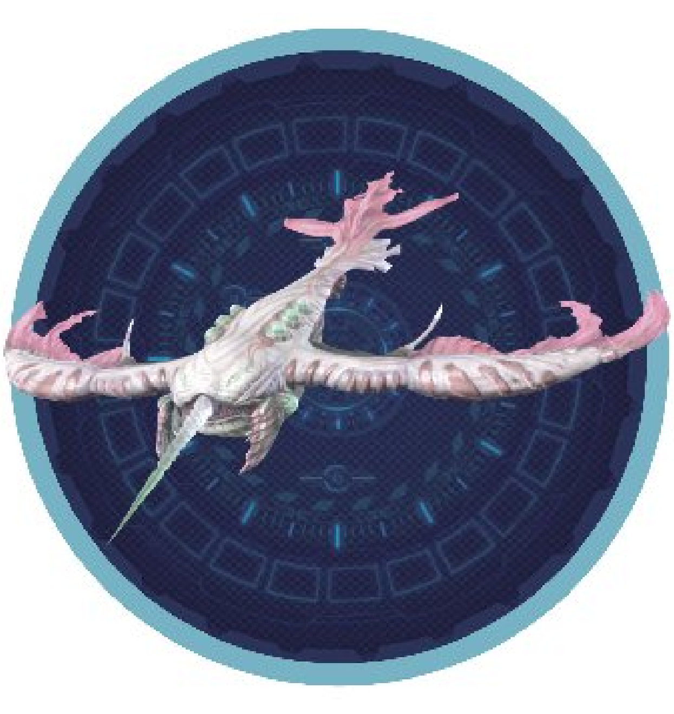
This place is absolutely teeming with indigens with levels in the low 40s—try to have your party up to at least level 45 before trekking through here if you want to have the easiest time. You'll hit one cutscene in the middle of your journey and trigger another one involving Celica when you reach your destination—as well as a boss battle. Expect to have to ditch your Skells partway in as well.

Objective 6

Defeat the dimnet xiphias at Sylvalum's Behemoth's Shadows.

Dimnet Xiphias

Lv. 44: Boss



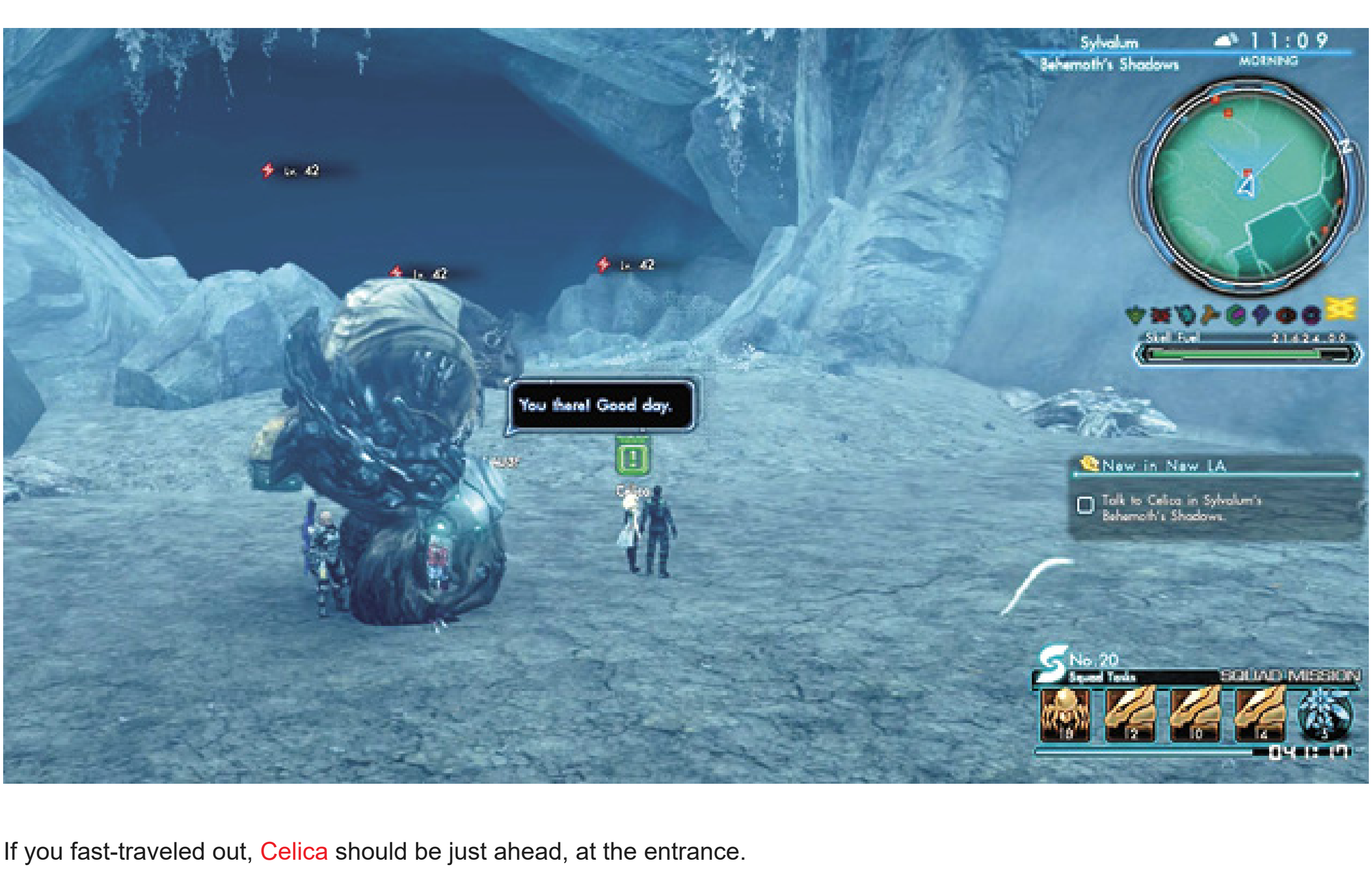
Side Slash
Target: Single Enemy
Deals weapon damage + Inflicts Fatigue +FROM THE SIDE: boosts damage
Battle Menu
Sylvalum
Behemoth's Shadows
06:23
EARLY MORNING
Lv. 44
Dimnet Xiphias
Slick
Elma
Lin
Boze
Ether Shot
Overdrive Activated
Damage x 1.00
Cooldown x 2.50
Morale Level
SIDE / LOW
Ultra Ceramic Blades
New in New LA
Defeat the Dimnet Xiphias in Sylvalum's Behemoth's Shadows.
0 / 1
No. 20
SQUAD MISSION
Shadowstrike
Target: Single Enemy +10% critical chance / Gain Critical Power II
Deals weapon damage + Inflicts Stagger +FROM BEHIND: boosts damage
Battle Menu

If you have at least one Skell, this won't be a tough battle—you've handled enemies of similar size and level on the way here. The slight challenge comes from the high mobility of the xiphias, combined with the fact that there are other indigens in this clearing, one of which is a tyrant.

Do your best to single out the xiphias and pound on it despite its movements. Then, once you beat it, high-tail it out of the clearing you're in and fast-travel back to the cave's entrance as soon as you're in the clear to be able to fulfill the next objective.

Objective 7

Talk to Celica in Sylvalum's Behemoth's Shadows.



You there! Good day.

Sylvalum
Behemoth's Shadows
11:09
MORNING
Lv. 42
Lv. 42
Lv. 42
Celica
Skell Fuel
New in New LA
Talk to Celica in Sylvalum's Behemoth's Shadows.
No. 20
Squad Tasks
SQUAD MISSION

If you fast-traveled out, Celica should be just ahead, at the entrance.

Q&A Time!

Celica

"Is everyone all right?"

Answer

Boast: Flex your muscles and smile.

Worry: Ask Celica the same question.

Objective 8

Talk to Commander Vandham at BLADE Tower in the Administrative District.

Q&A Time!

Lin

"Rock! Isn't! FIGHTING!"

Answer

Surrender: Concede that there's no other option but for Rock to fight.

Insist: Say Rock will only fight over your dead body.

Q&A Time!

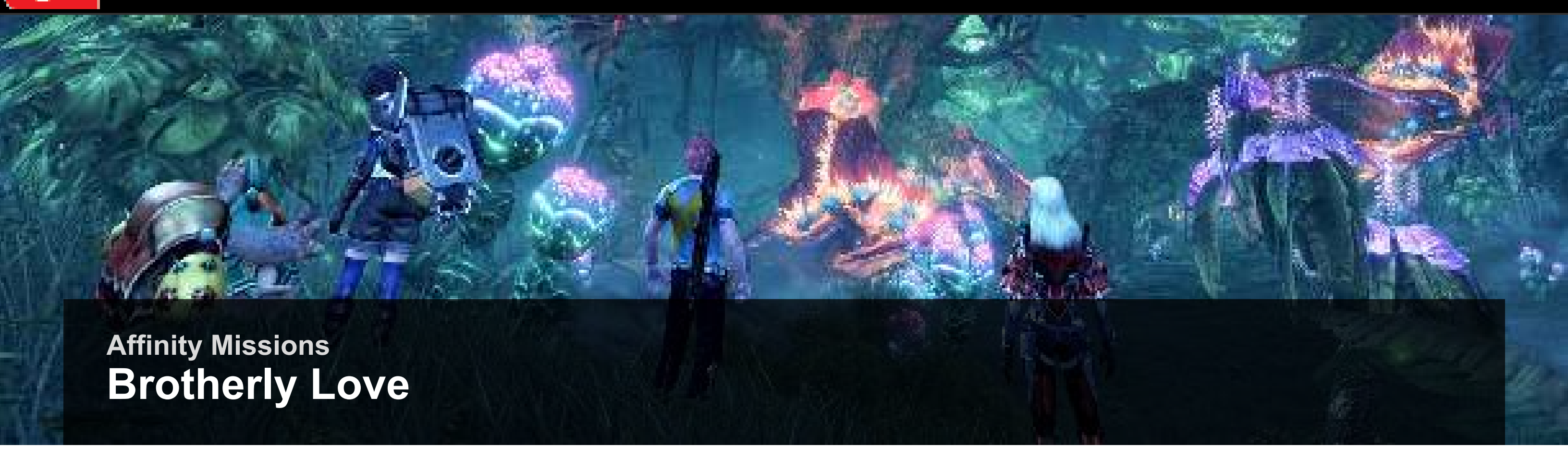
Elma

"Careful, you'll make him blush."

Answer

Apologize: Tell Chausson you pegged him wrong.

Approve: Give Chausson a knowing nod.



Brotherly Love

Mission Prerequisites

- **Level: 46.**
- **Affinity: Phog (4 Hearts), Frye (4 Hearts).**
- **Complete Chapter 11.**
- **Required Members: Phog, Frye.**
- **Complete the "Blitzkreig" Affinity Mission.**

Q&A Time!

Frye
"Besides, we've got some grade-A backup, right?"
Answer
Agree: Nod confidently.
Wait: Say you can't decide until you know the mission details.

Mission Walkthrough

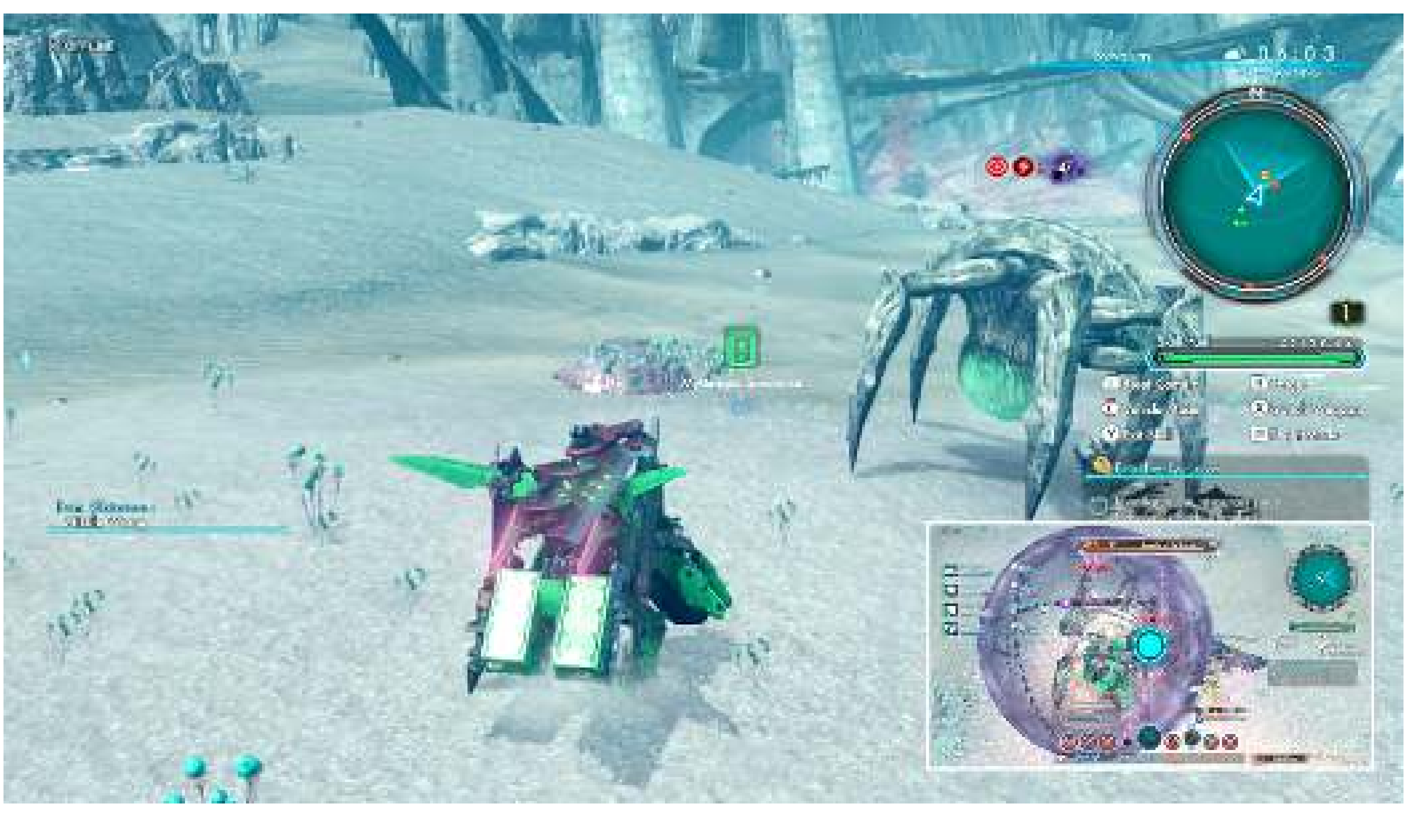
Phog and Frye have put together a mission that can benefit all of New LA—if they can keep indigens off of their backs. That's where you come in.

New Affinity Mission: Brotherly Love

There have been reports of a new kind of resource in Sylvalum. Go on a joint mission with the Prospectors and Interceptors and see what's what.

Objective 1

Investigate the resources near Sylvalum's Badr Stonebridge.



Before you head out, gather a party of Skells (preferably with at least level 50 frames) and outfit them with your best weapons, including G-Busters. This mission isn't kidding—it likes to surprise you with formidable indigens at the worst times.

Follow the mini-map to your destination, and use your Skells to take out the tyrant next to the site. G-Busters will give you plenty of opportunities to Bind it, making it a fairly easy win.

This will be the pattern for the rest of the mission, so be ready.

Q&A Time!

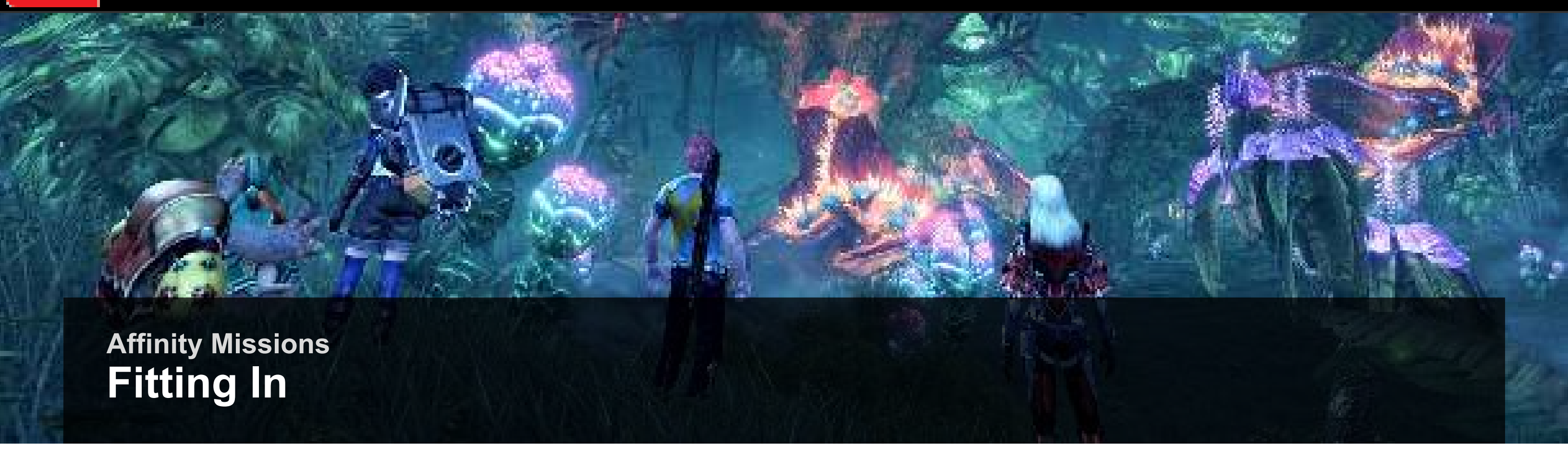
Phog
"Huh?"
Answer
Express surprise: Show your shock at the resource vanishing.
Mock: Accuse Phog of screwing up.

Objective 2

Investigate the resources near Sylvalum's Anvil Rock One.

Objective 3

Investigate the resources near Sylvalum's North Cinderdunes



Fitting In

Mission Prerequisites

- **Level: 46.**
- **Affinity: Celica** (3 Hearts).
- **Complete Chapter 11.**
- **Complete the "BFFs" affinity mission.**
- **Obtain the Skell flight module.**
- **Required Members: Lin, Elma, Celica.**
- **Complete the "New in LA" affinity mission.**

Mission Walkthrough

Team Elma and Celica decide to check in on Rock. He's doing well in construction…with some minor caveats.

New Affinity Mission: Fitting In

Just as Celica and Rock seemed to be slowly getting used to life in New LA, trouble occurred.

Objective 1

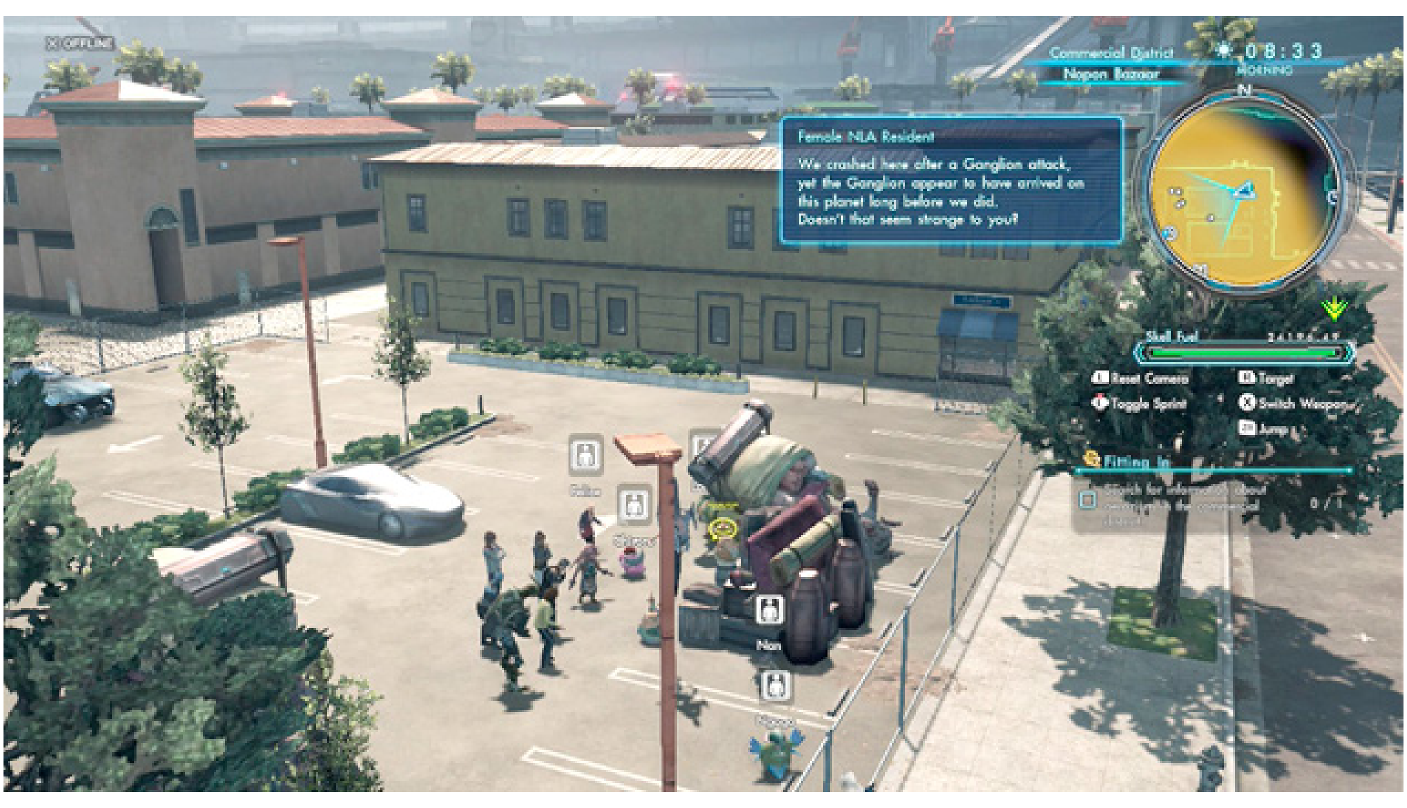
Check the situation at the construction site in the Industrial District.

Q&A Time!

Rock
"Yeah. I'm just sad there's nothing I can do for him."
Answer
Inquire: Ask what the problem is.
Encourage: Tell Rock there's no reason he can't help.

Objective 2

Search for information about aerozium in the Commercial District.



Female NLA Resident
We crashed here after a Ganglion attack, yet the Ganglion appear to have arrived on this planet long before we did.
Doesn't that seem strange to you?

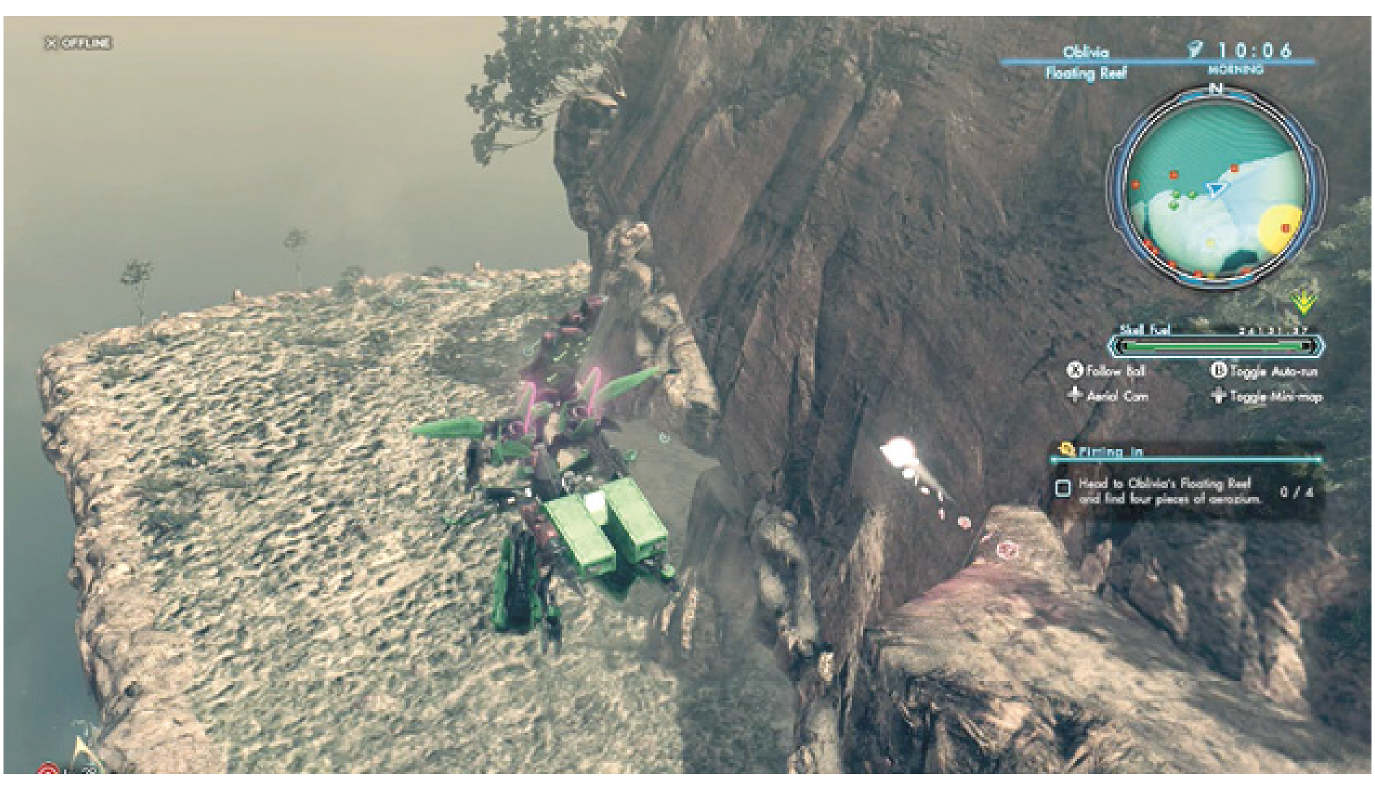
Look no farther than the Nopon Bazaar in the Commercial District for the info you want.

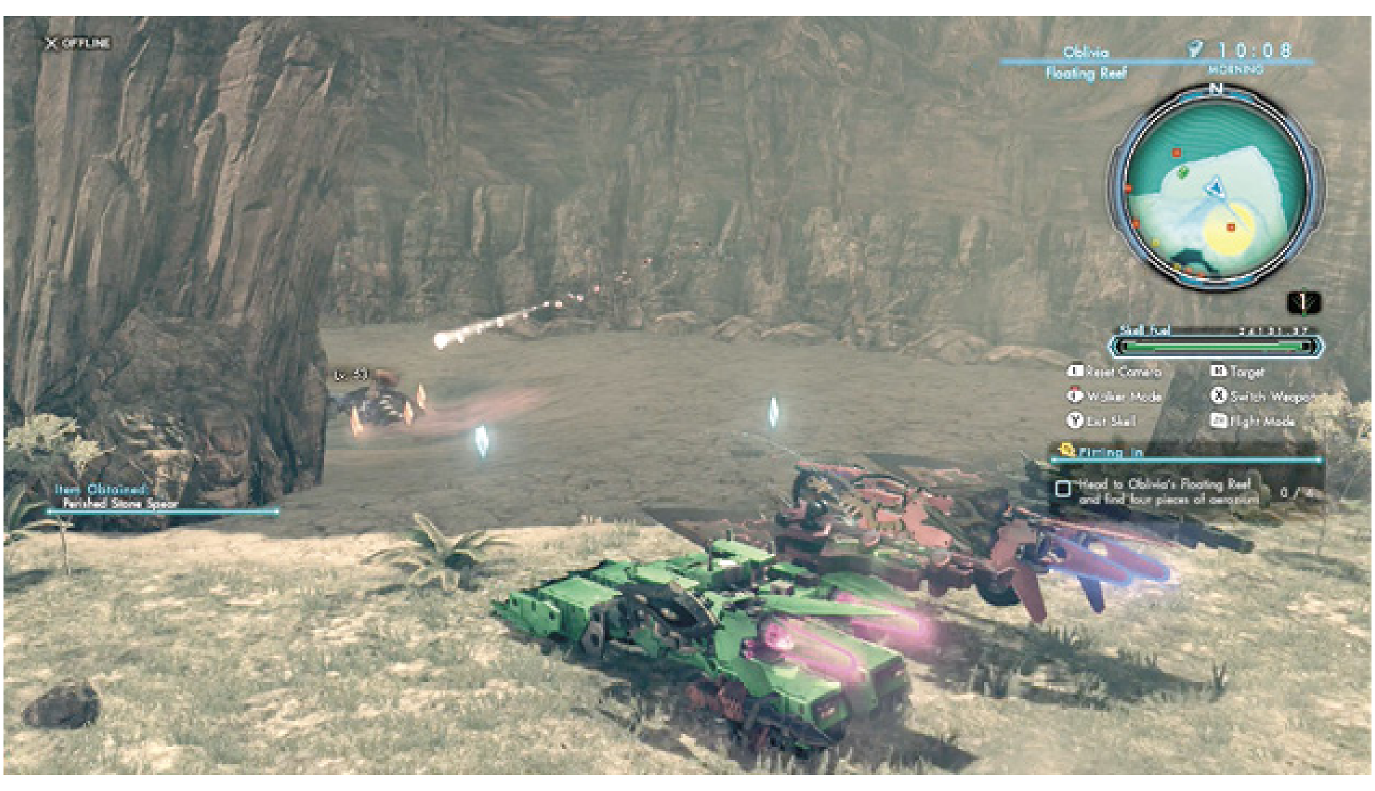
Objective 3

Talk to Mujiji at Oblivia's Dorian Caravan.

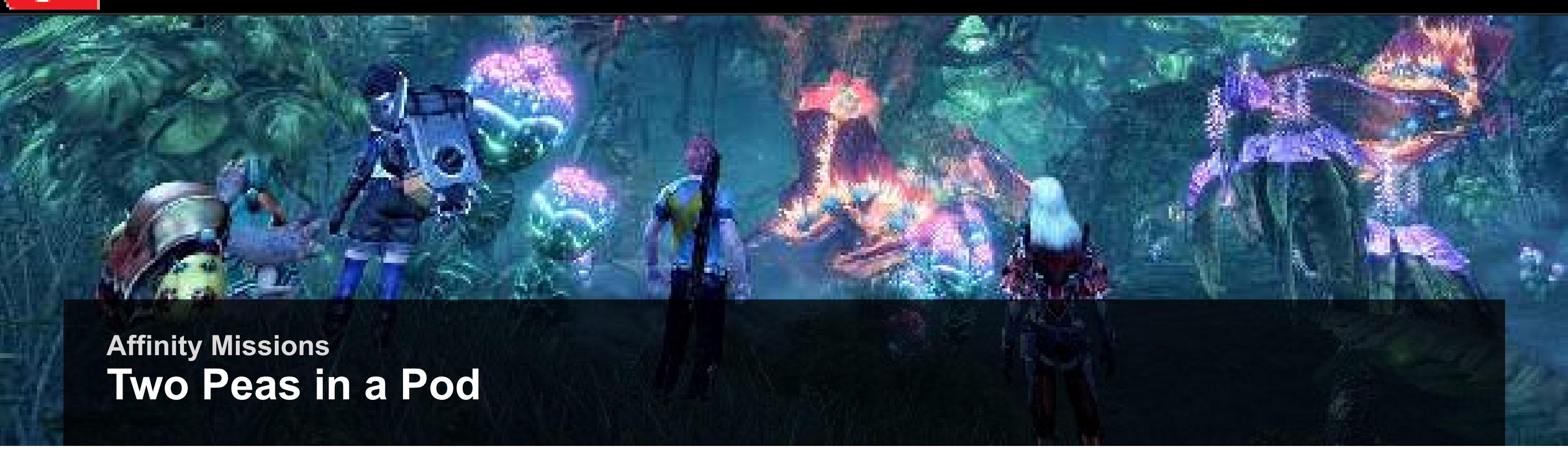
Objective 4

Head to Oblivia's Floating Reef and find four pieces of aerozium.





You'll have to head high into the sky for this one, but these collectibles are covered by navigation. Follow the mini-map. All of the aerozium can be found in a single place!



Two Peas in a Pod

Mission Prerequisites

- **Level: 47.**
- **Affinity: Lin (3 Hearts).**
- **Complete Chapter 11.**
- **Required Members: Lin, Elma.**
- **Complete the "A Day in the Life" affinity mission.**

Mission Walkthrough

Vandham is having trouble with some head-scratchers at R&D, so he taps Lin and the rest of Team Elma for advice. Go ahead and humor him—you might get something good out of it!

New Affinity Mission: Two Peas in a Pod

Vandham wants to discuss the development of a new weapon with you.

Objective 1

Head to the Outfitters Test Hangar in the Industrial District.

Objective 2

Achieve any objective:

- **Talk to Alan at the Outfitters Test Hangar in the Industrial District.**
- **Talk to Brenna at the Outfitters Test Hangar in the Industrial District.**

This guide covers talking to Brenna first, then Alan, but whichever order you follow, the outcome is pretty much the same. You'll get info from both characters about Skell weaponry and go on the same gathering errands, just in reverse order from each other.

Q&A Time!

Lin
"I guess not…"
Answer
Concede: Tell Lin that she tried her best.
Persist: Insist that you can get around that problem.

Objective 3

Use FrontierNav to locate three pieces of marine rutile.

Refer to the Segment Details section of the Data chapter for places to mine for marine rutile if you don't already have it already.

Objective 4

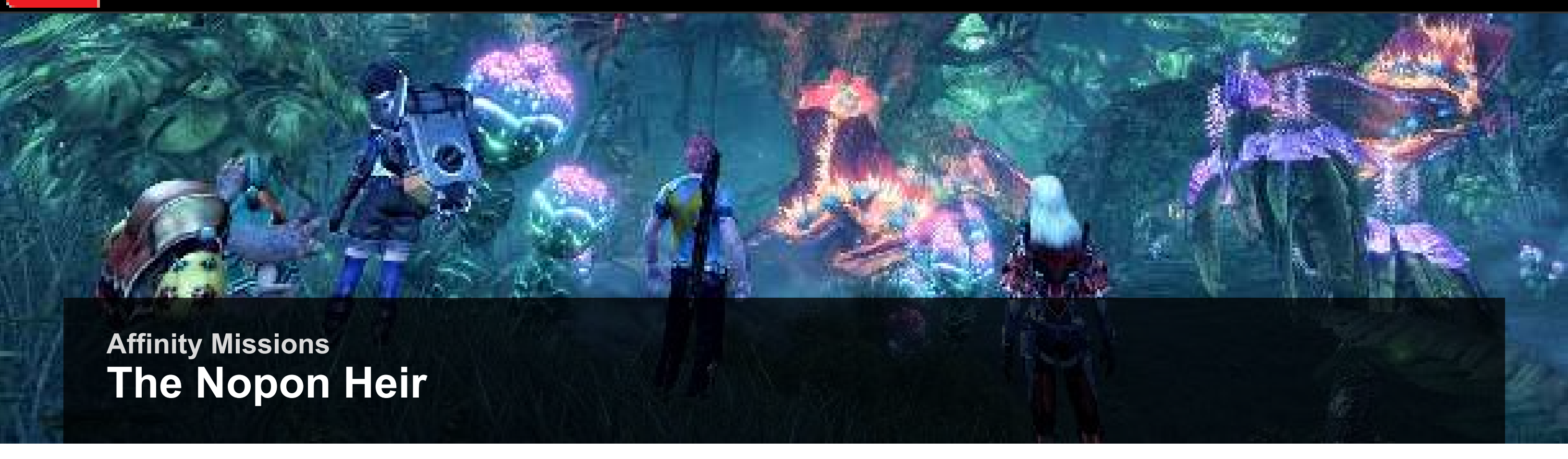
Talk to Brenna at the Outfitters Test Hangar in the Industrial District.

Objective 5

Talk to Alan at the Outfitters Test Hangar in the Industrial District.

Q&A Time!

Alan
"I'd love to see it happen, but Earth's technology just isn't there yet."



Affinity Missions

The Nopon Heir

Mission Prerequisites

- **Level: 49.**
- **Affinity: L (4 Hearts).**
- **Complete Chapter 12.**
- **Obtain the Skell flight module.**
- **Complete the "BFFs" affinity mission.**
- **Required Members: Lin, Elma, L.**

Mission Walkthrough

A curious Nopon customer walks into L's shop of curiosities with a curious shopping list.

New Affinity Mission: The Nopon Heir

The "Nopon heir" is apparently quite ill. Work with Tora to find the materials for a cure.

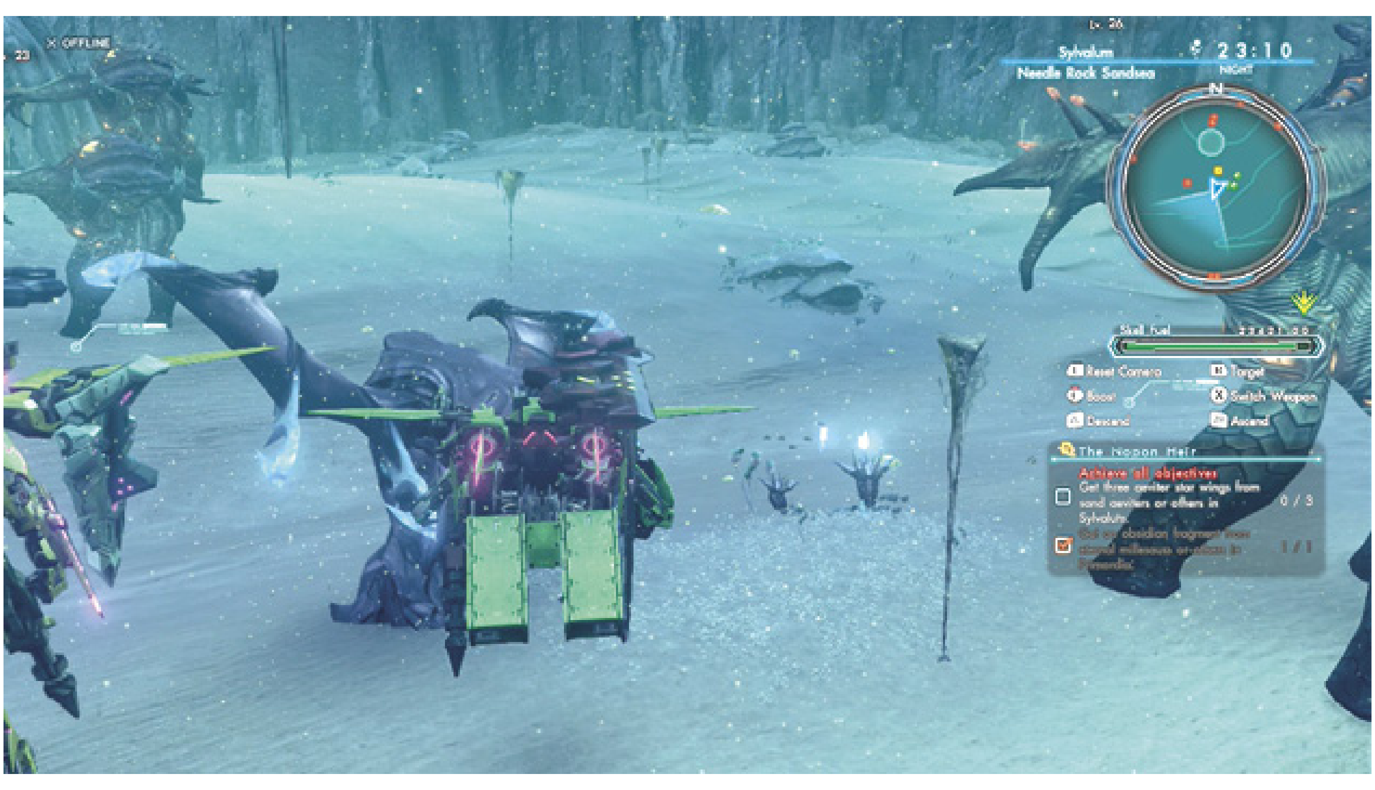
Q&A Time!

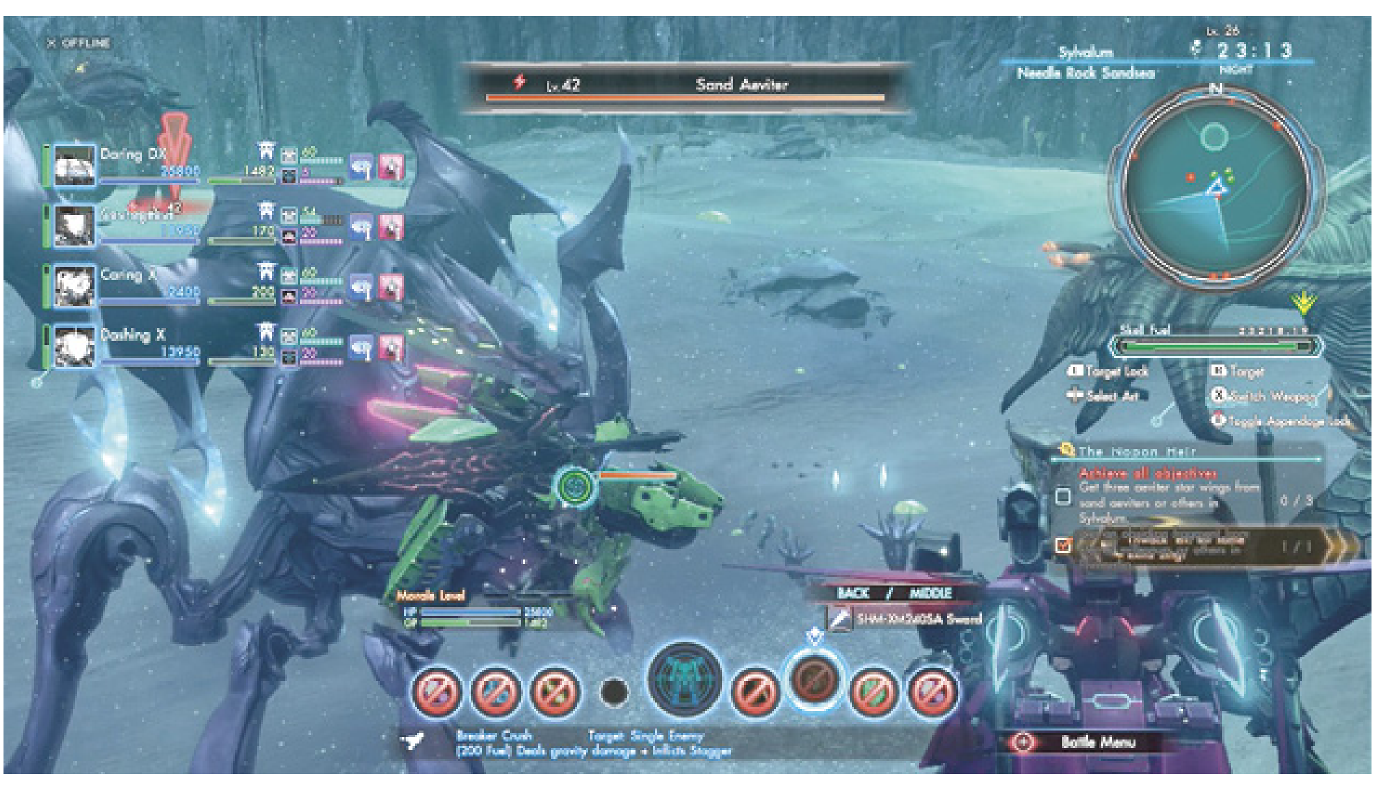
Tora
"Tora in dire need of secret ancient Nopon remedy."
Answer
Worry: Ask if someone is sick.
Doubt: Wonder aloud if he's going to flip it for a profit.

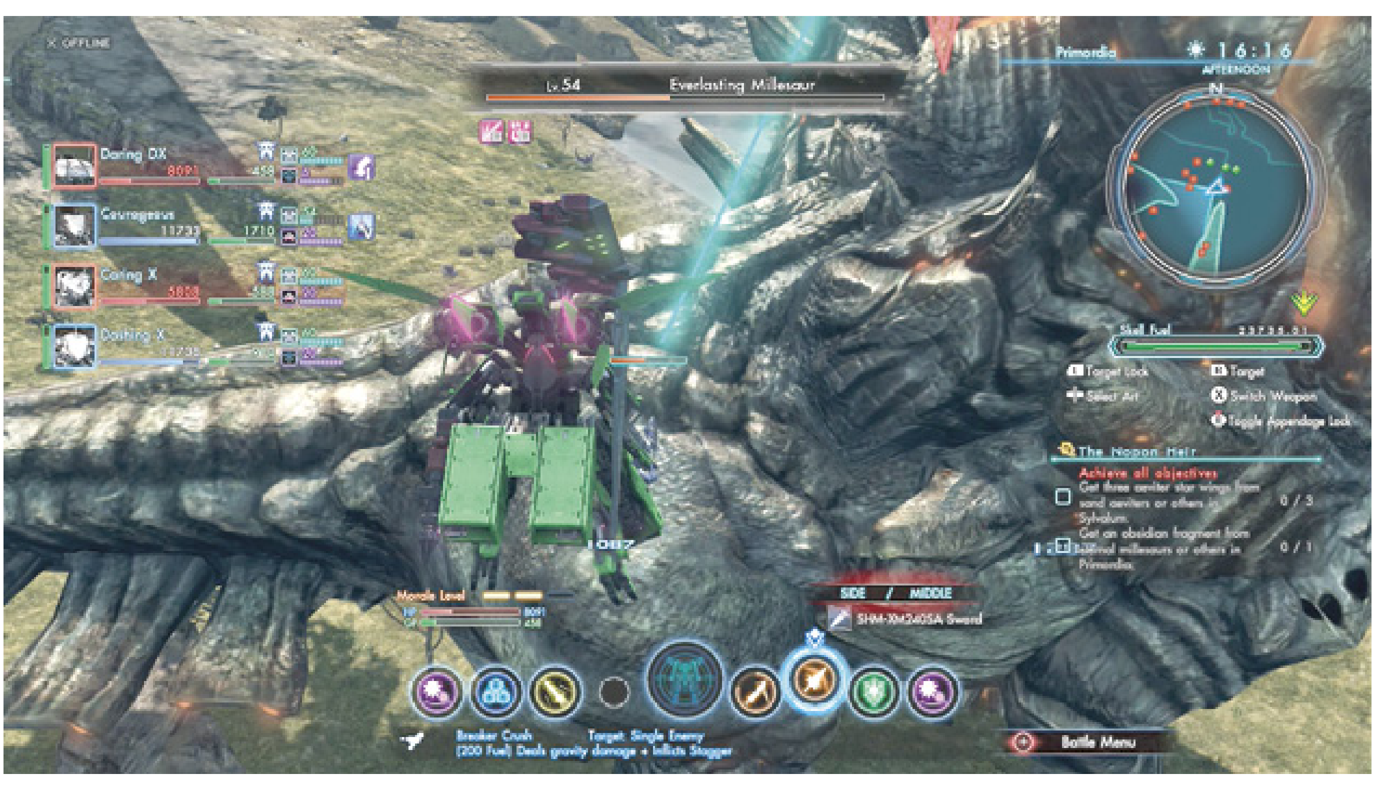
Objective 1

Achieve all objectives:

- **Get three aeviter star wings from sand aeviters or others in Sylvalum.**
- **Get an obsidian fragment from Eternal millesaurs or others in Primordia.**


Sylvalum
Needle Rock Sandsea
23:10
The Nopon Heir


Sand Aeviter
The Nopon Heir
Battle Menu


Everlasting Millesaur
The Nopon Heir
Achieve all objectives
SIDE / MIDDLE
Breaker Crush
Battle Menu

Aeviters can be found around Sylvalum's Needle Rock Sandsea—look for the bat-like protrusions sticking out of the sand. Meanwhile, you've seen everlasting millesaurs since the start of the game—they hang out around Primordia's bodies of water. You will, however, require some Skells with level 50 frames (in your party of four Skells, period) to take them out—two is a good number.

Objective 2

Talk to Tora in the Administrative District.

Objective 3

Head to Noctilum's Divine Roost.

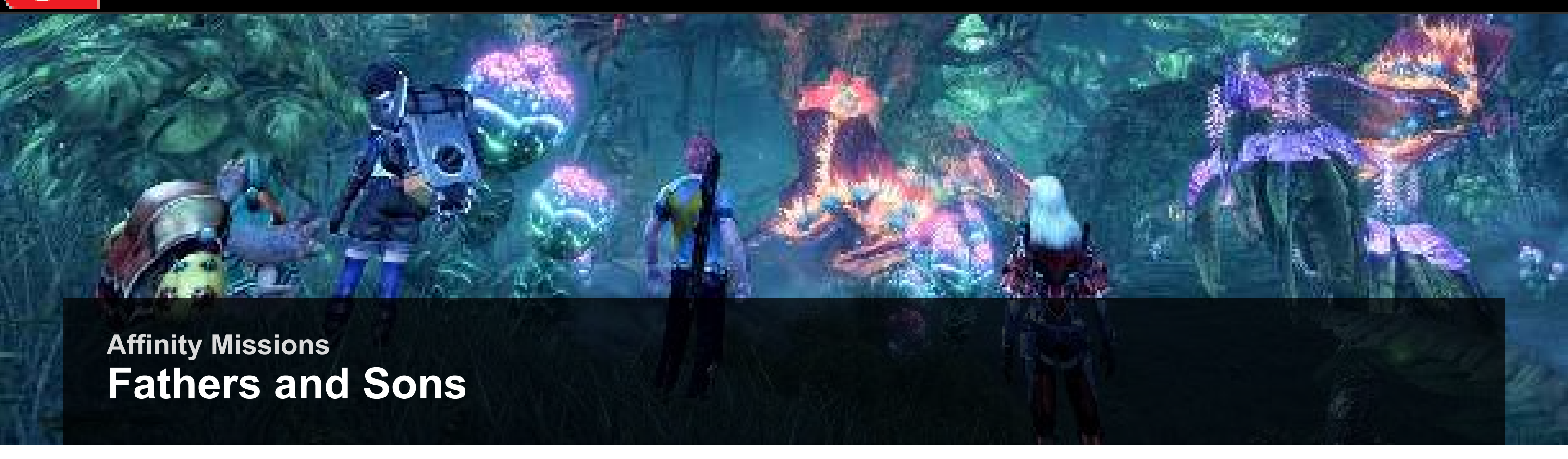
Your arrival at this destination is the part where you realize you've been sent on a suicide mission. Anyone who's played Xenoblade Chronicles already knows that Telethias are trouble. If you're reading this book and you haven't—well, you're in trouble.

Objective 4

Get a guardian etherscale from Telethia, the Endbringer at the Divine Roost.

Telethia, the Endbringer

Lv. [illegible]: Tyrant



Affinity Missions

Fathers and Sons

Mission Prerequisites

- **Level: 50.**
- **Affinity: Irina (4 Hearts).**
- **Complete Chapter 11.**
- **Obtain the Skell flight module.**
- **Required Members: Elma, Lin, Irina.**

Mission Walkthrough

New Affinity Mission: Fathers and Sons

You received an emergency call from some Prospectors. Head to the rescue point in Primordia and help out.

Q&A Time!

Vandham

"It's from Keifer and Leland Cole."

Answer

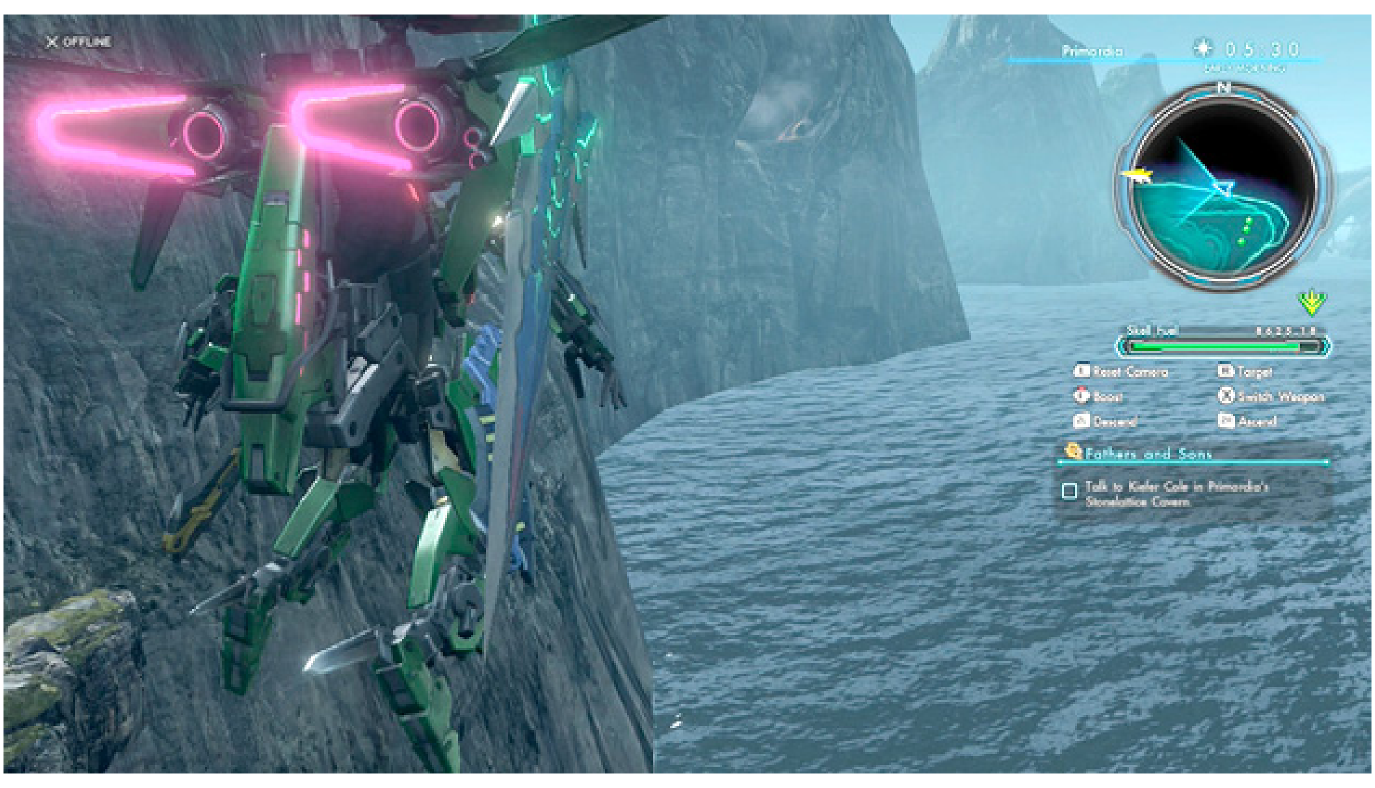
Guess: Ask if they are father and son.

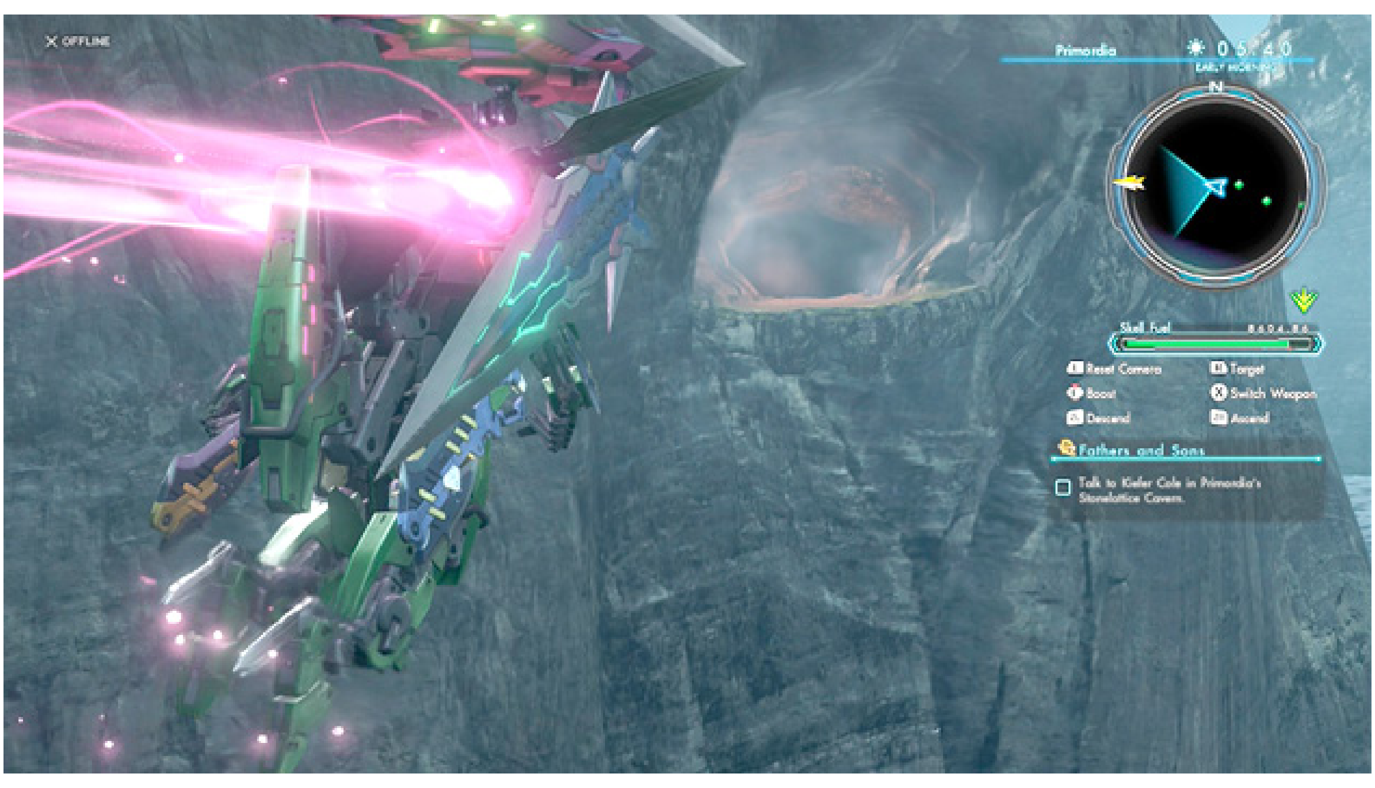
Assume: Ask if they're brothers.

Vandham's received a distress call from a…notable family duo. It's in a pretty dangerous area, though, so the job's going to need all of Team Elma.

Objective 1

Talk to Kiefer Cole in Primordia's Stonelattice Cavern.

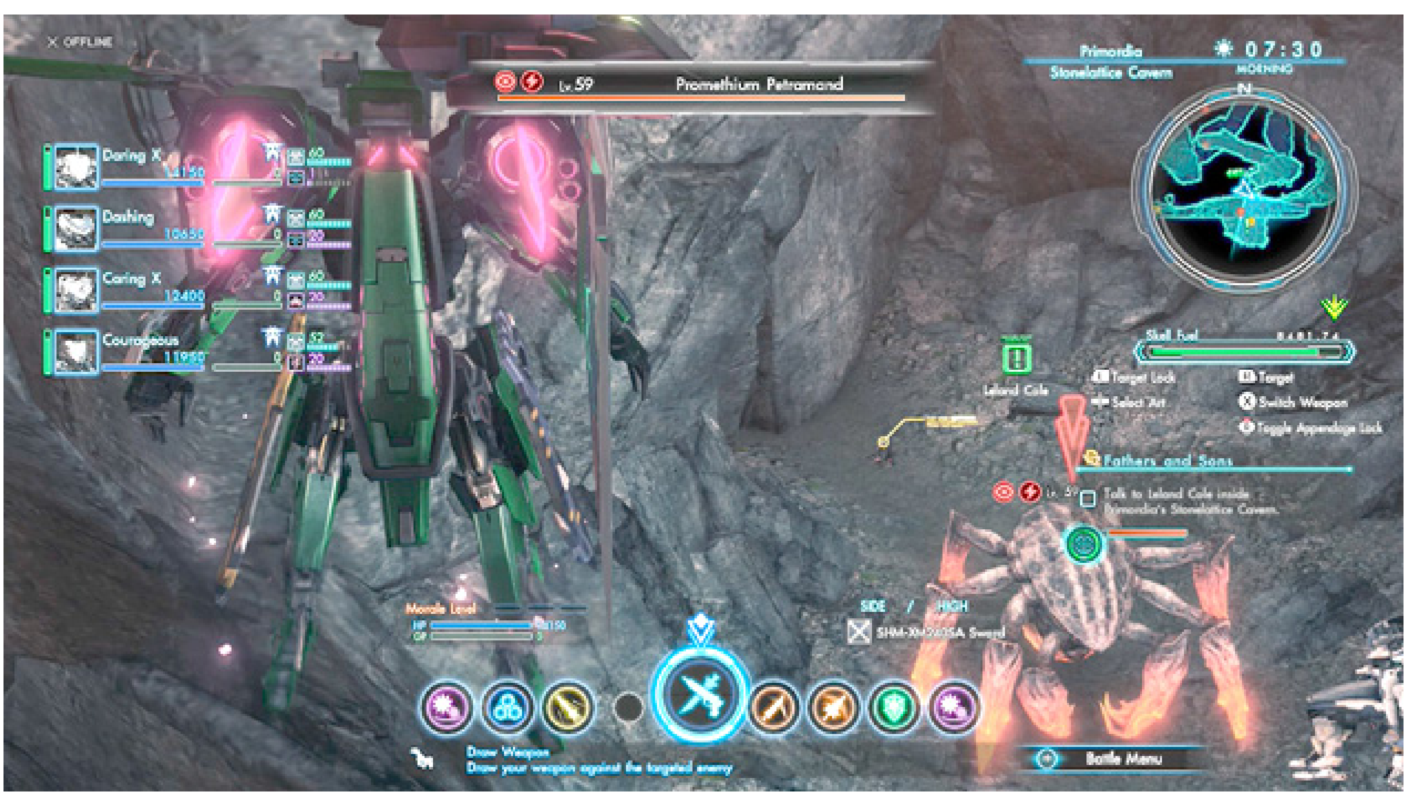


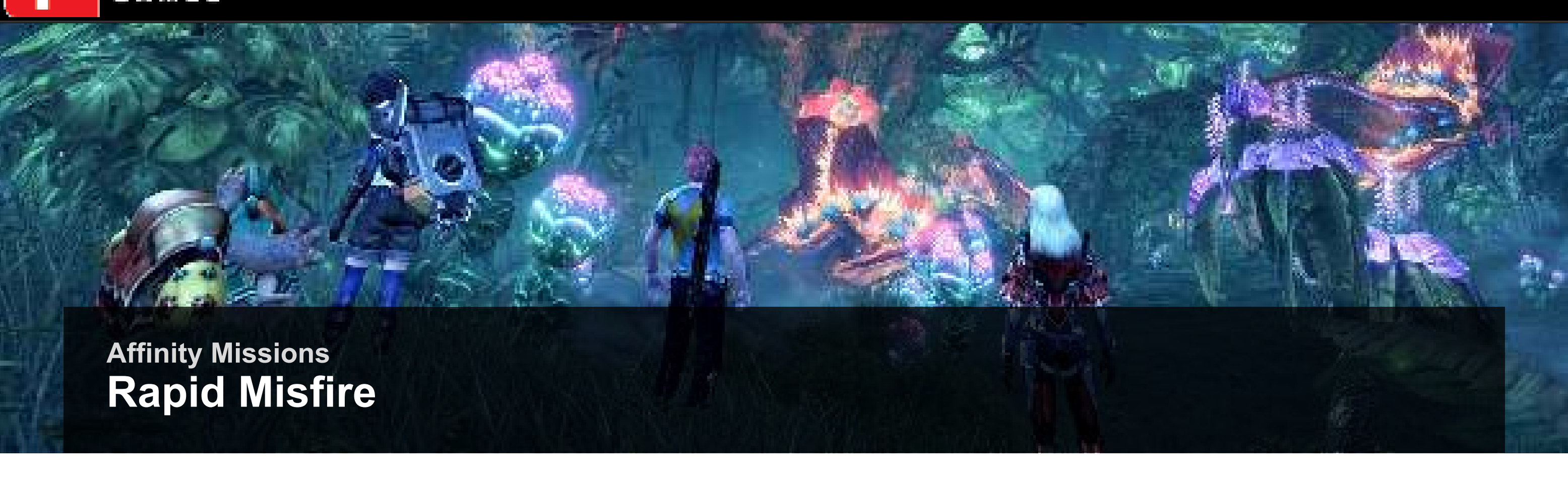


Stonelattice Cavern can be a little tricky to find. Fast-travel to FN Site 105 (see the Segment Details section of the Data chapter if you've never been there before) and fly to the west, around the cliff. You'll see the cavern dug into the mountain.

Objective 2

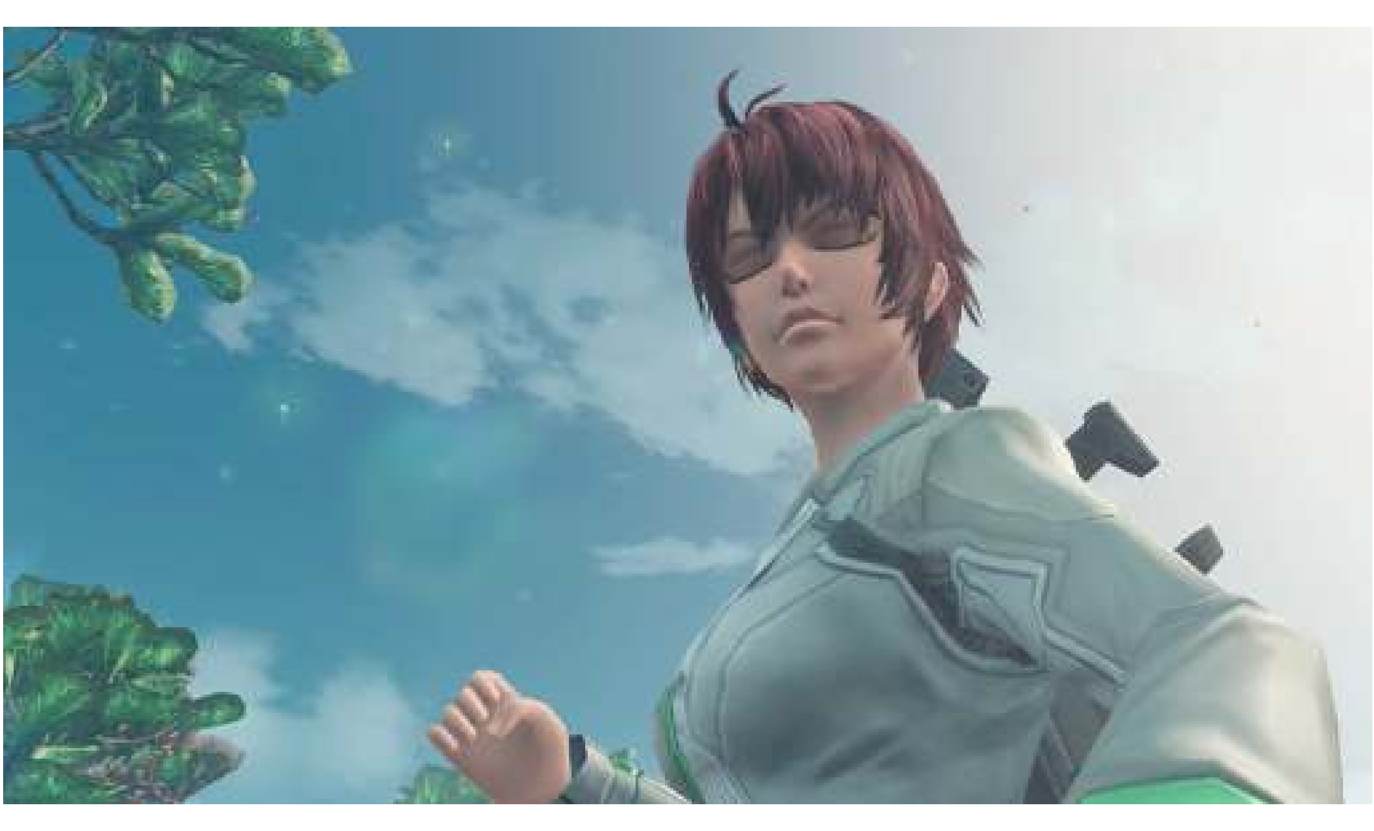
Talk to Leland Cole inside Primordia's Stonelattice Cavern.





Affinity Missions

Rapid Misfire



Mission Prerequisites

- **Level: 50.**
- **Affinity: Alexa (4 Hearts).**
- **Complete Chapter 11.**
- **Complete the "What the Skell?!" affinity mission.**
- **Required Members: Alexa.**

Mission Walkthrough

Once again it's time to peek into Alexa's exciting life as a tester! Something's always going wrong—but when working with weapons, mishaps can be extra-dangerous.

Q&A Time!

Alexa
"Something about a laser that can track targets burrowing underground. Kinda ruins the magic, right?"
Answer
Talk offense: Say that a giant sword is the best magic around.
Talk defense: Say that a giant shield is the best magic around.
Disagree: Say that weapons should be convenient and useful.

Q&A Time!

Alexa
"Were they in their Skells at the time?"
Answer
Scold: Chastise Alexa for thinking of the Skells first.
Nod: Say that it's a good question.

Q&A Time!

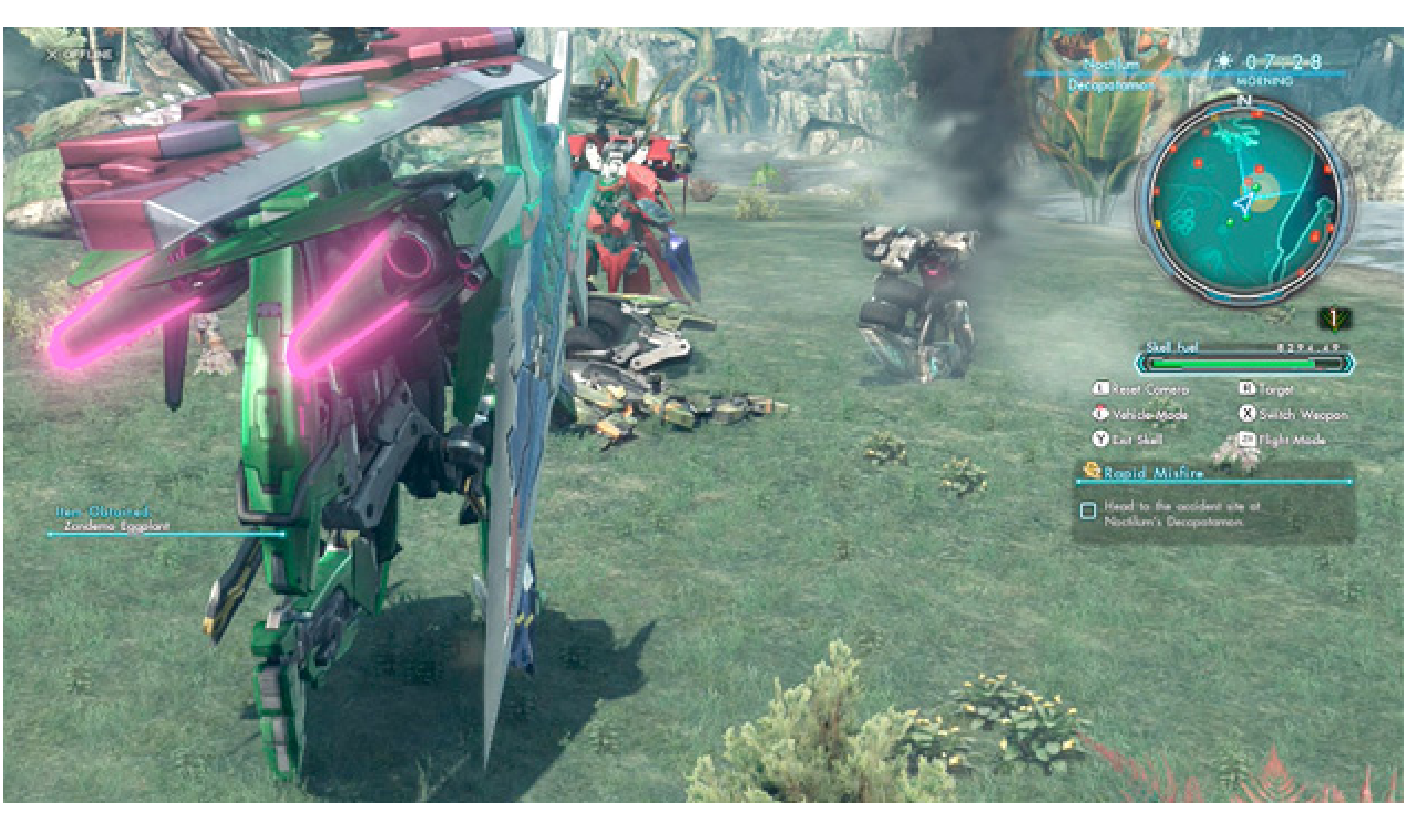
Alexa
"I'm going to look for them. You'll come too, right?"
Answer
Agree: Say that you're ready to go.
Disagree: Say that this isn't your job.

New Affinity Mission: Rapid Misfire

Looks like a weapons test went bad. Help Alexa rescue the injured.

Objective 1

Head to the accident site at Noctilum's Decapotamon.



Look for the wrecked Skells.

Q&A Time!

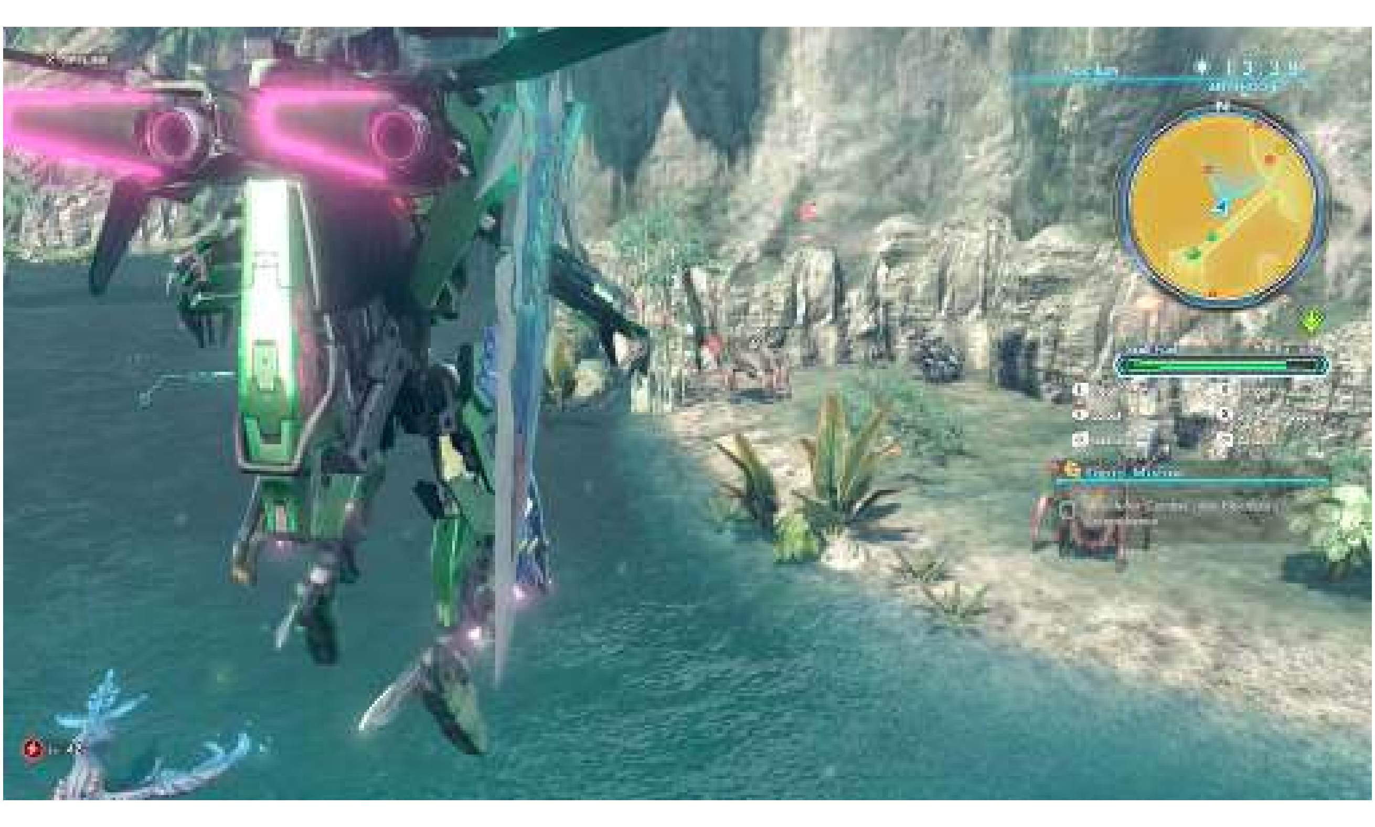
Alexa
"She never told Camber how she felt!"
Answer
Comfort: Remind Alexa what a good friend Mika was.
Watch: Let Alexa be alone with her grief.

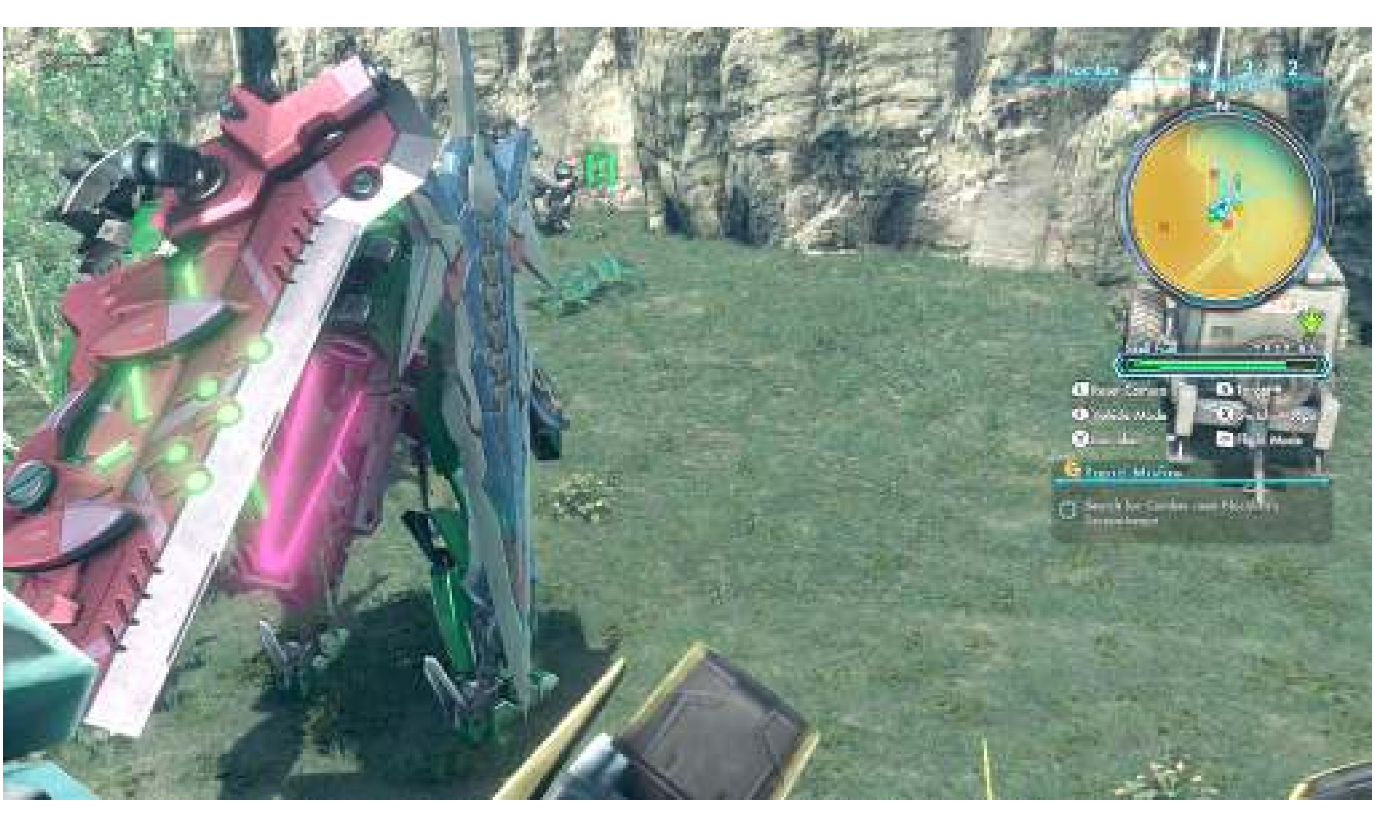
Q&A Time!

Alexa
"Judging from the debris, this accounts for two of the Skells."
Answer
Praise: Tell Alexa she has a good eye.
Apologize: Say that you're sorry Alexa had to see the Skells like this.

Objective 2

Search for Camber near Noctilum's Decapotamon.





This one's tricky if you don't know where to look. There's a wrecked Skell on an inlet across the lake. Get as close as you can, and then Camber will appear.

Q&A Time!

Camber
"Then you…Do you know?"
Answer
Explain: Tell Camber that Mika died protecting him.
Lie: Tell Camber that Mika left New LA to find her fortune.
Mourn: Look solemnly into Camber's eyes.

Objective 3

Investigate the Skells at the accident site at Noctilum's Decapotamon.

Q&A Time!

Alexa
"Which means…"
Answer
Conclude: Say that Mika was attacked by an enemy.
Guess: Surmise that Mika and Hannah must have been fighting each other.

Q&A Time!

Alexa
"Hey, wait a second… You notice anything odd about Camber's Skell and the others?"
Answer
Figure: Tell Alexa that the numbers don't add up.
Examine: Say that the damage is different.

Objective 4

Talk to Mika at Noctilum's Decapotamon.

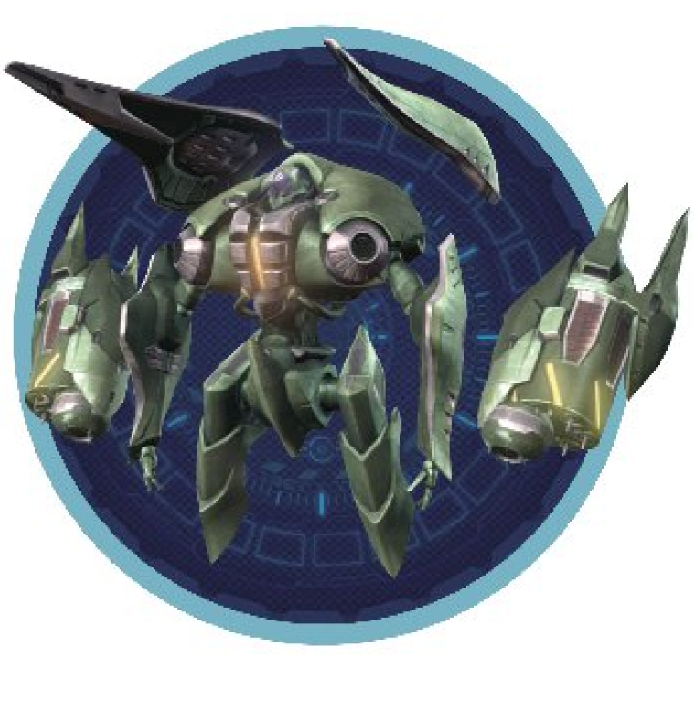
Objective 5

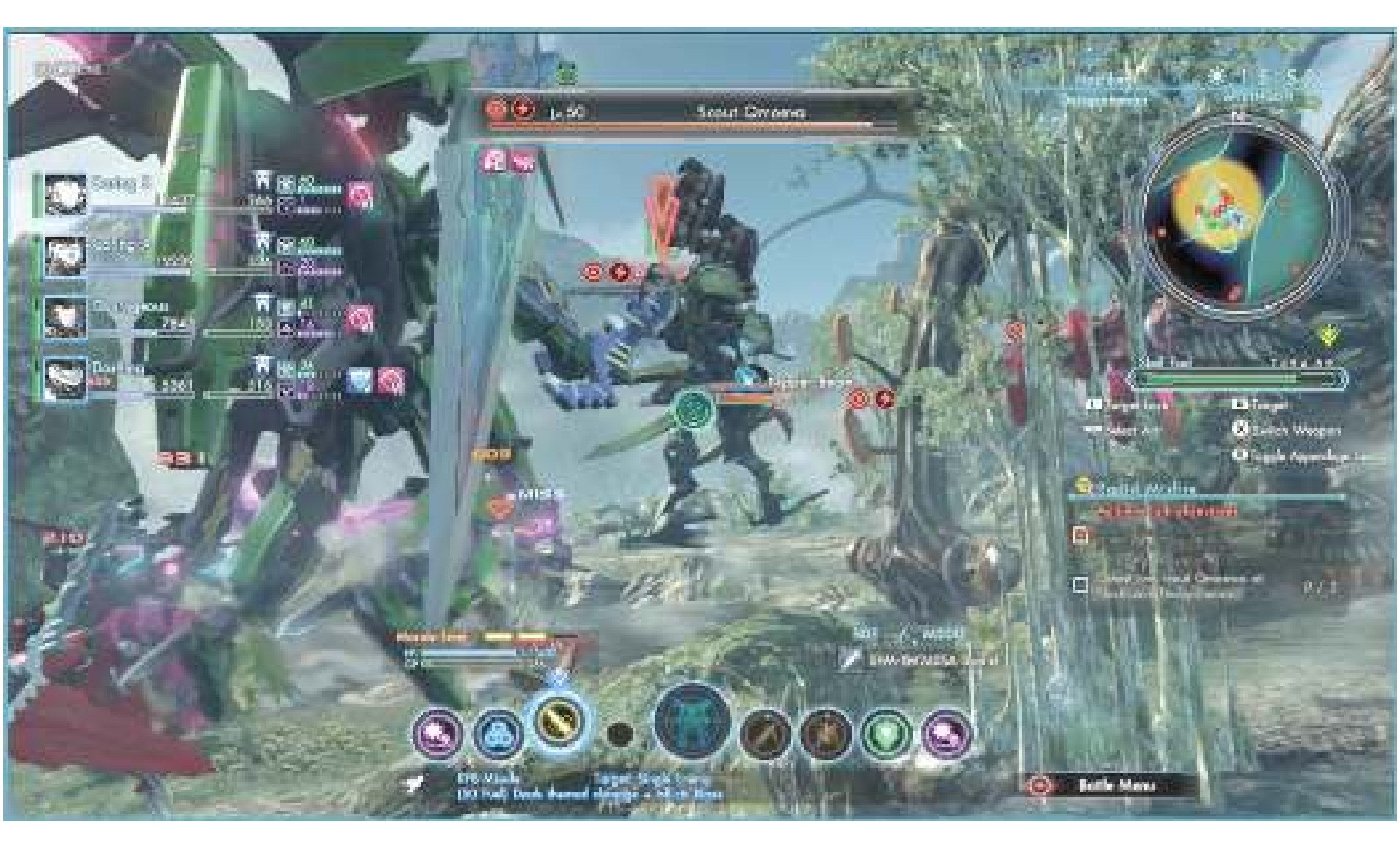
Achieve all objectives:

- **Defeat the scout Galdr at Noctilum's Decapotamon.**
- **Defeat two scout Qmoevas at Noctilum's Decapotamon.**

Scout Galdr

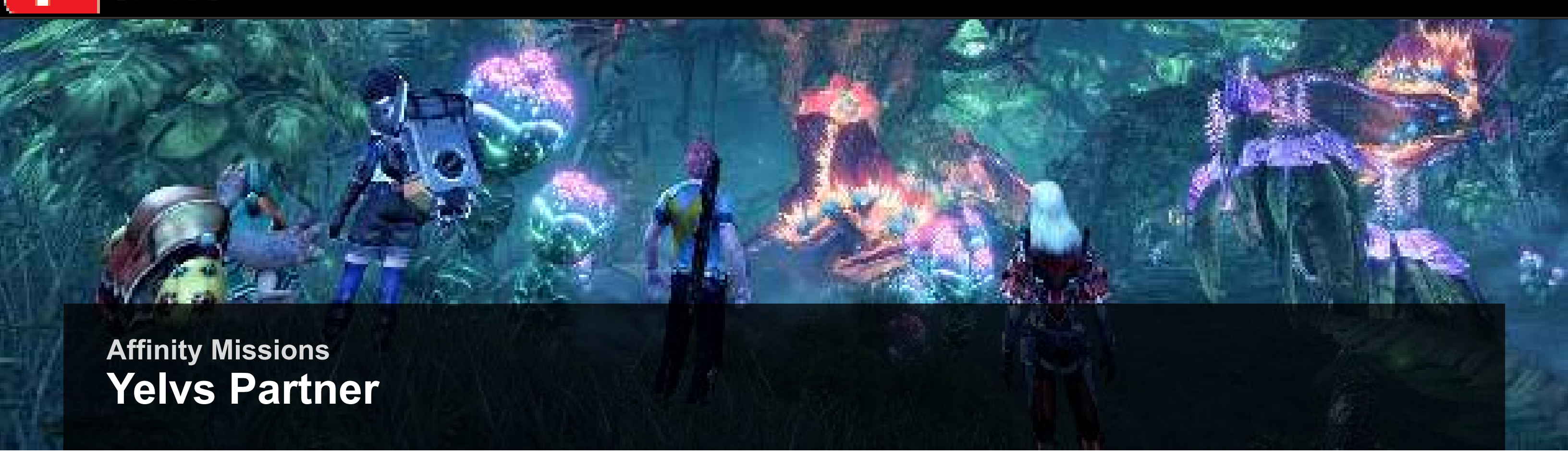
Lv. 54: Boss





Scout Qmoeva x2

Lv. 50: Boss



Affinity Missions

Yelvs Partner

Mission Prerequisites

- **Level: 50.**
- **Affinity: Yelv (4 Hearts).**
- **Complete Chapter 11.**
- **Complete the "Arms and the Man" affinity mission.**
- **Survey 50 percent of Oblivia.**
- **Obtain the mimeosome left leg.**
- **Obtain the mimeosome right leg.**

Mission Walkthrough

It's been a bit of a scavenger hunt, but it's time to unravel the mystery behind Yelv's main motivation—his missing friend.

Q&A Time!

Yelv

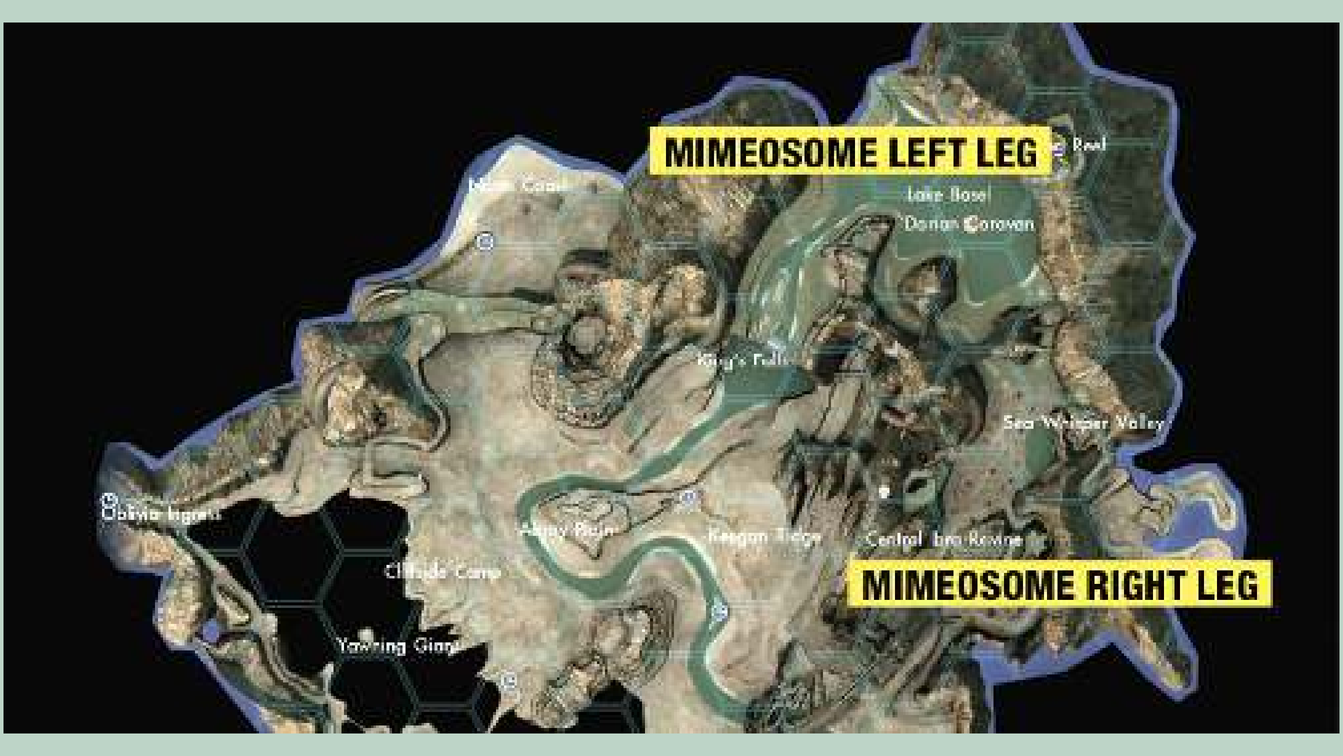
"We're almost there."

Answer

Correct: Remind Yelv that he still needs the right arm.

Comfort: Say it will be nice to finally lay him to rest.

Tip: Piecing It Together


MIMEOSOME LEFT LEG
Lake Basel
Dorian Caravan
King's Falls
Sea Whisper Valley
Central Ibra Ravine
MIMEOSOME RIGHT LEG
Cliffside Camp
Yawning Giant

Looking for the leg pieces you need to start this mission? Look no farther than Lake Basel and East Ibra Ravine!

Q&A Time!

Yelv

"If we triangulate from where the other parts turned up, we can narrow down the search."

Answer

Insist: Make Yelv face the truth that his friend is gone.

Nod: Tell Yelv that you will do whatever he needs.

New Affinity Mission: Yelv's Partner

Using the locations where the arms and legs were found, determine the location where Yelv's friend fell and search for him.

Objective 1

Talk to Eleonora on the BLADE Concourse in the Administrative District.

Q&A Time!

Yelv

"Oh, for the love of clams—you told her about that?"

Answer

Deny: Say you haven't told a soul.

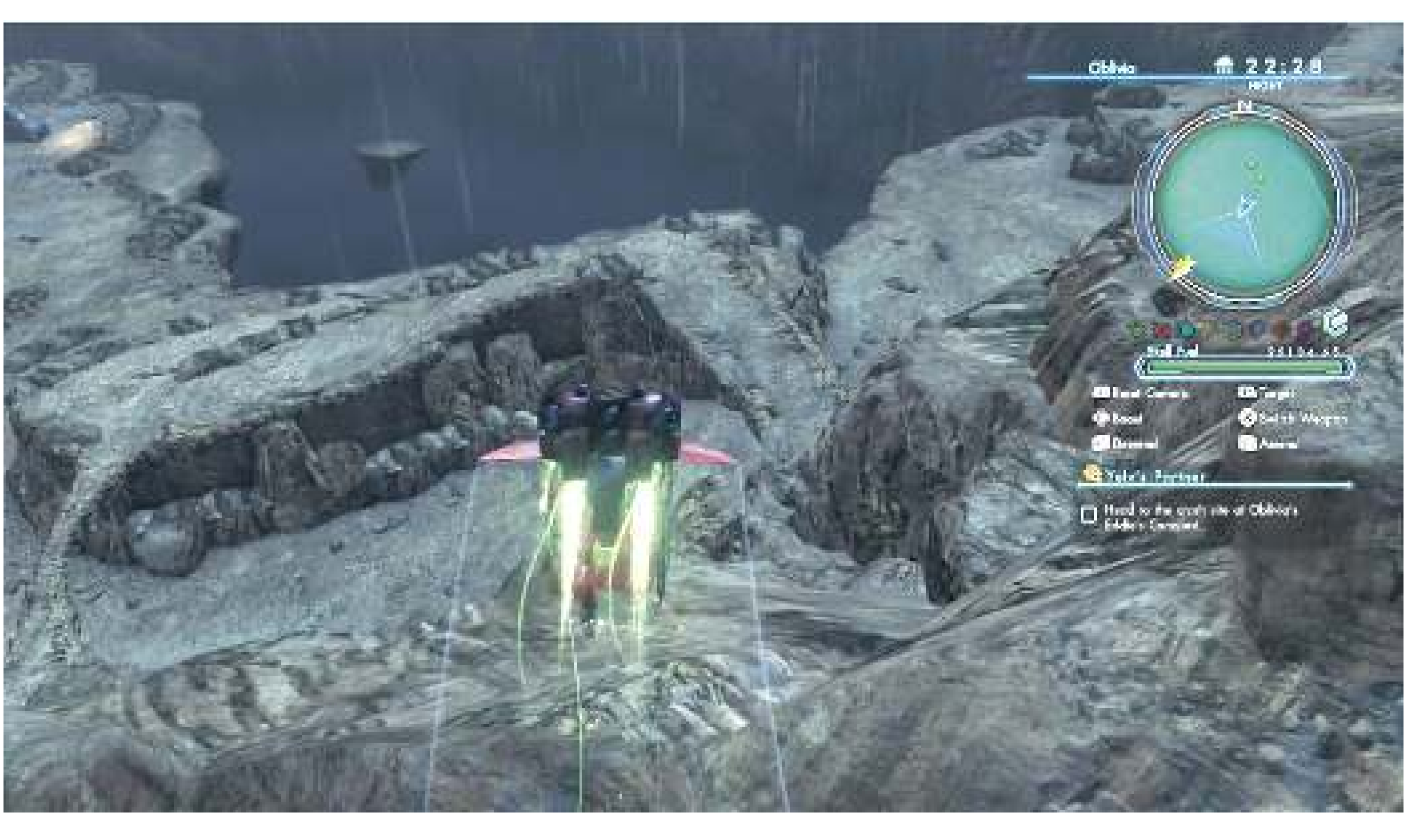
Evade: Claim that your memory isn't the greatest.

Objective 2

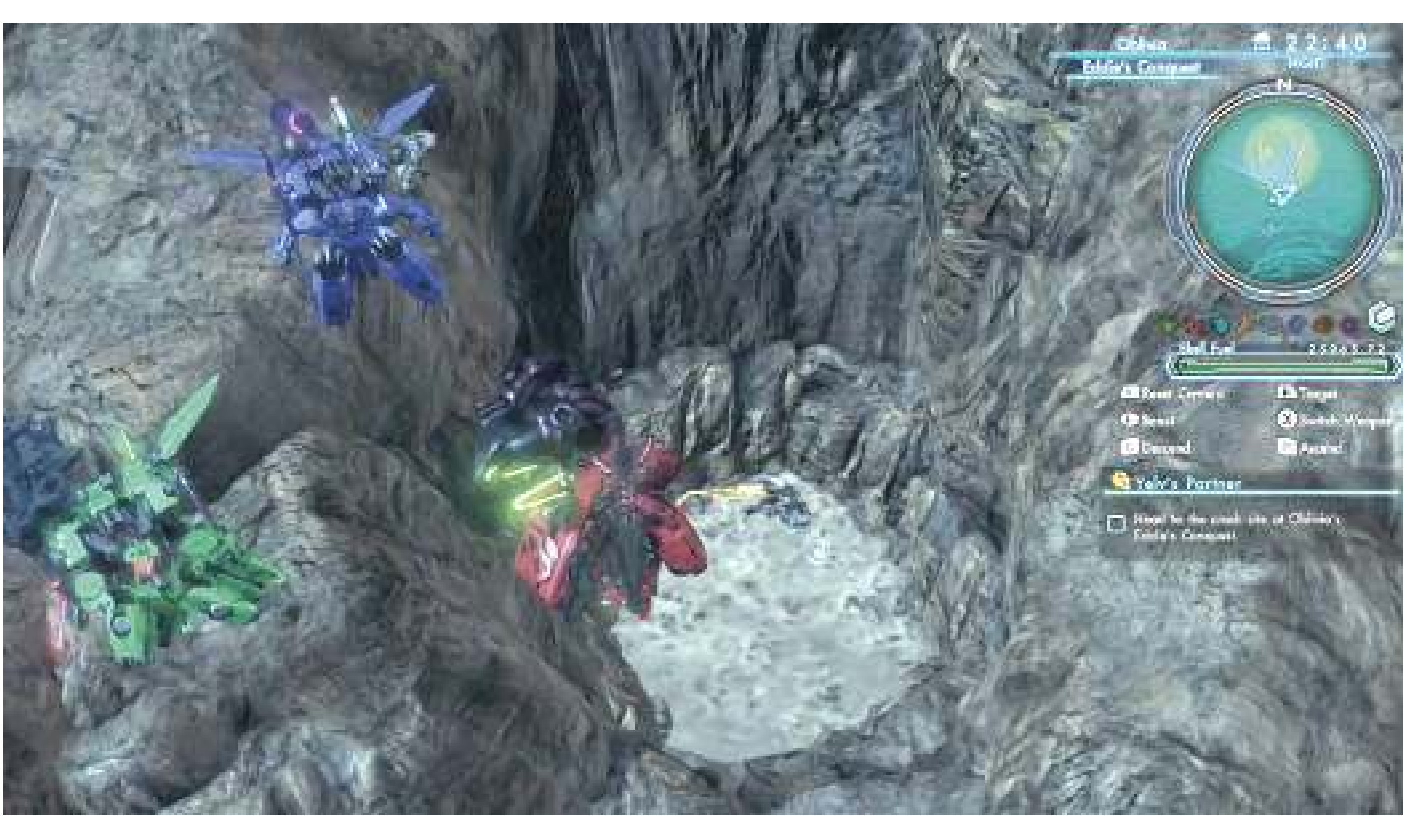
Explore over 60 percent of Oblivia.

Objective 3

Head to the calculated location at Oblivia's Eddie's Conquest.


Oblivia
22:28
Yelv's Partner

Eddie's Conquest is a hole dug into the mountain close to Oblivia's Twin Arches. You can enter from above or from the side of the mountain.


Oblivia
Eddie's Conquest
22:40
Yelv's Partner

Q&A Time!

Yelv

"I knew it…he's alive! He stuck it out here all on his own!"

Answer

Agree: Say that must be him.

Warn: Tell Yelv to be careful.

Objective 4

Defeat the gale Milsaadi at Oblivia's Eddie's Conquest.

Gale Milsaadi

Lv. 52: Boss

Milsaadi are never a joke—they move as swiftly and hit as hard as any Wrothian. To make matters worse, this one can even take a decent amount of Skell punishment! Debuff and use Topple as much as possible as you pile on the damage.

Lv. 52
Gale Milsaadi
Oblivia
Eddie's Conquest
22:49
Yelv
Yelv's Partner

Affinity Missions

Lionhearted

Q&A Time!

Tatsu

“Are friends going to leave hurt kitty cat all alone?”

Answer

Abandon: Claim that saving Ga Jiarg is more important.

Aid: Insist that Ni Zain needs immediate medical attention.

Mission Prerequisites

- **Level: 51.**
- **Complete Chapter 12.**
- **Complete the “A Challenger Approaches” affinity mission.**
- **Required Members: Elma and Lin.**

Mission Walkthrough

One of Prince Ga Jiarg’s soldiers, Ni Zain, took part in a failed mission to recapture Wrothian Skells from the Ganglion. Ga Jiarg has now taken matters into his own hands. Ni Zain asks for your assistance.

New Affinity Mission: Lionhearted

You received a urgent call from Ni Zain. Go and help Ga Jiarg.

Objective 1

Head to Cauldros’s Ganglion Weapons Hangar.

Objective 2

Defeat three nameless Caladars.

Nameless Caladar x3

Lv. 52: Enemy

The Caladars aren’t too tough, but they fight a lot like Wrothian warriors on the ground—speedy melee attacks and devastating energy Arts. If your Skells are level 50 or higher, then treat the Caladars like you would normal mooks. If you have level 30 frames, then concentrate fire on one Skell at a time. You can also Bind them.

Q&A Time!

Ga Jiarg

“Assist us in destroying the Wrothian Skells that remain under Ganglion control.”

Answer

Agree: Aid Ga Jiarg in destroying the Skells.

Propose: Suggest capturing the Skells instead of destroying them.

Q&A Time!

Ga Buidhe

“We’ve already destroyed three. That should leave 10 more somewhere in the area.”

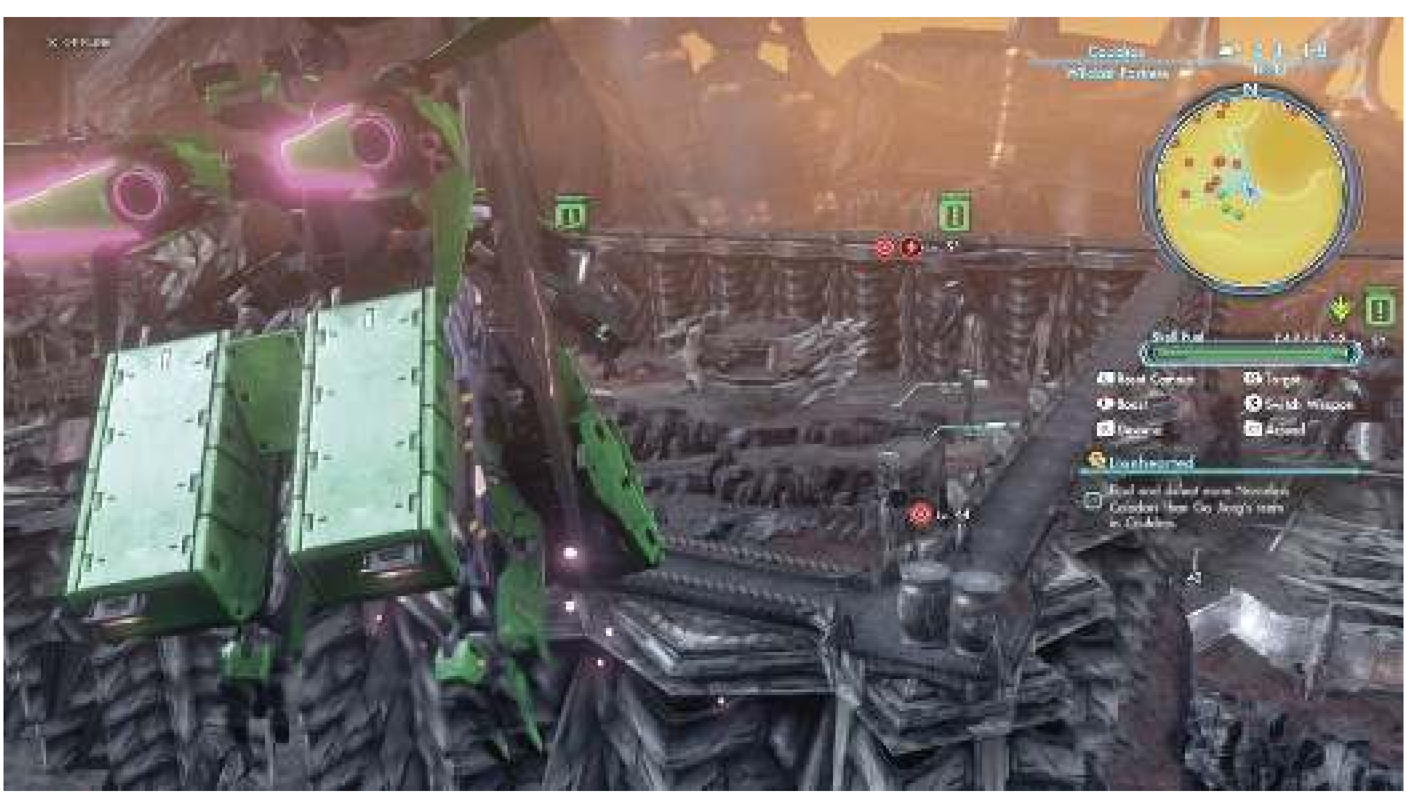
Answer

Propose: Suggest each of you take out half the remaining Skells.

Wager: Challenge Ga Jiarg to see who can destroy six Skells first.

Objective 3

Defeat five nameless Caladars found somewhere in Cauldros.

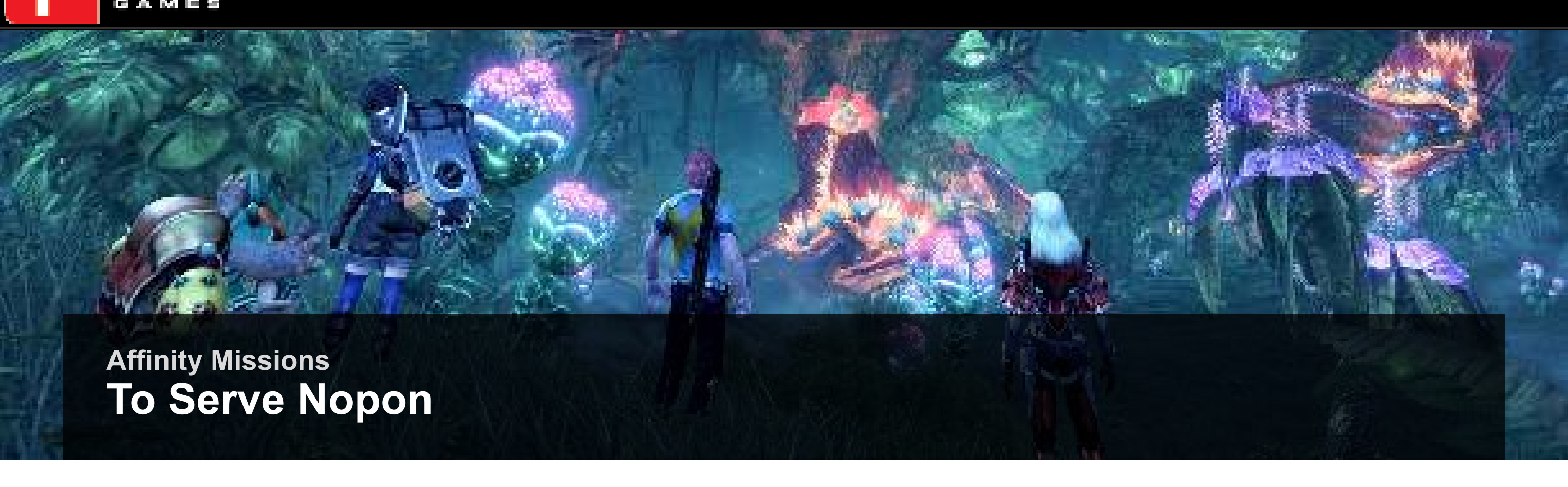


If you wagered with Ga Jiarg in the last Q&A Time, then your objective will be to defeat more nameless Caladars than the Wrothians. However, you’ll still end up only taking out five either way. For an easy time, team up on each Caladar while watching for other forces in the bases they inhabit.

Objective 4

Defeat a nameless Caladar in Cauldros’s Kw’arah Cloister.

The final Caladar has been given a bump in levels, but it’s still alone. Treat it like the rest, while staying vigilant about how much damage it deals.



Affinity Missions

To Serve Nopon

Mission Prerequisites

- **Level: 52.**
- **Affinity: Lin (4 Hearts).**
- **Complete the "BFFs" affinity mission.**
- **Complete Chapter 12.**
- **The "Sparking a Smile" mission must not be active.**
- **The "Trade Agreement" mission must not be active.**
- **Required Members: Elma, Lin.**

Mission Walkthrough

Lin is deep in thought about what to do regarding an important situation that involves Tatsu—one Tatsu absolutely can't know about until the time is right.

Q&A Time!

Elma
"You've been awfully pensive lately, Lin. What's up?"
Answer
Support: Say you're here to help if something's wrong.
Worry: Ask if she's sick.

New Affinity Mission: Birthday Boy

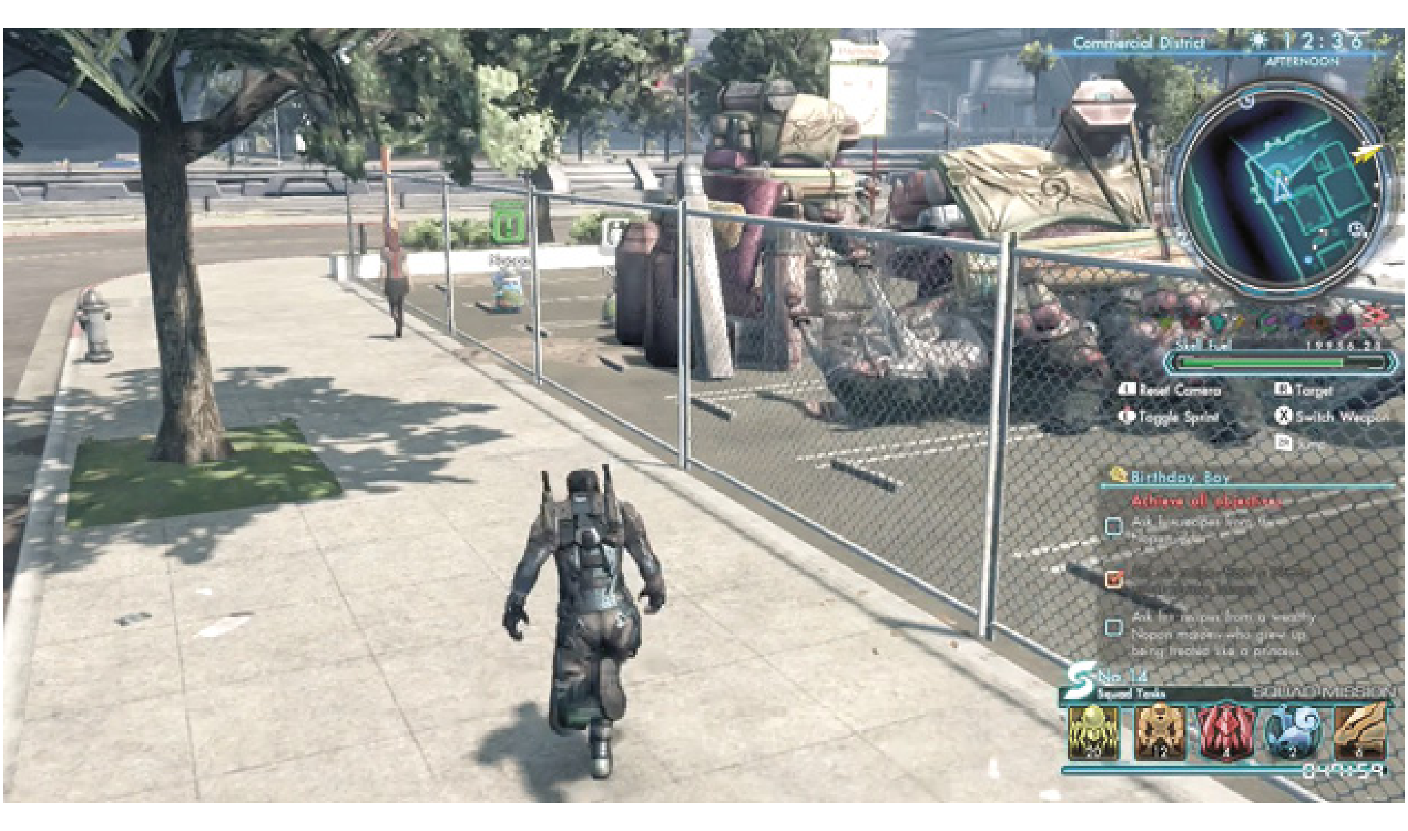
Lin has tasked you with a mission that must be kept secret from Tatsu. Officially it's Mediator work, but in reality it involves gathering a number of Nopon recipes.

Objective 1

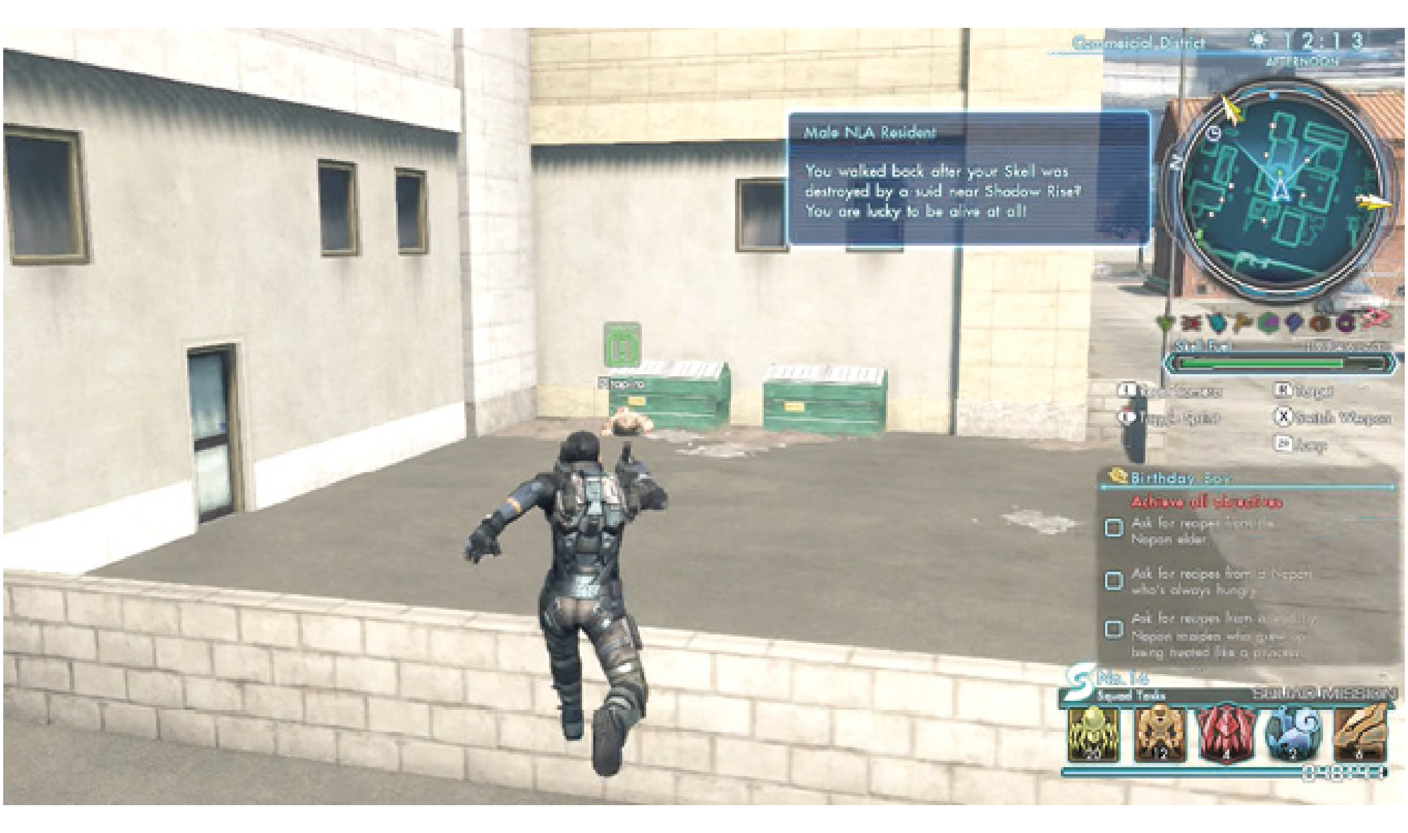
Achieve all objectives:

- **Ask for recipes from the Nopon elder's Aide.**
- **Ask for recipes from a Nopon who's always hungry.**
- **Ask for recipes from a wealthy Nopon maiden who grew up being treated like a princess.**

Take your tour around New LA, asking Nopon for recipes.


Commercial District
12:36
AFTERNOON
Birthday Boy
SQUAD MISSION

The Nopon elder's aide is Ngogo, who can be found at the Nopon Bazaar in the Commercial District.



Male NLA Resident
You walked back after your Skell was destroyed by a suid near Shadow Rise? You are lucky to be alive at all!

Commercial District
12:13
AFTERNOON
Birthday Boy
SQUAD MISSION

The hungry Nopon is Pirapira, who can be found at a dumpster off one of the Commercial District's side streets.

Q&A Time!

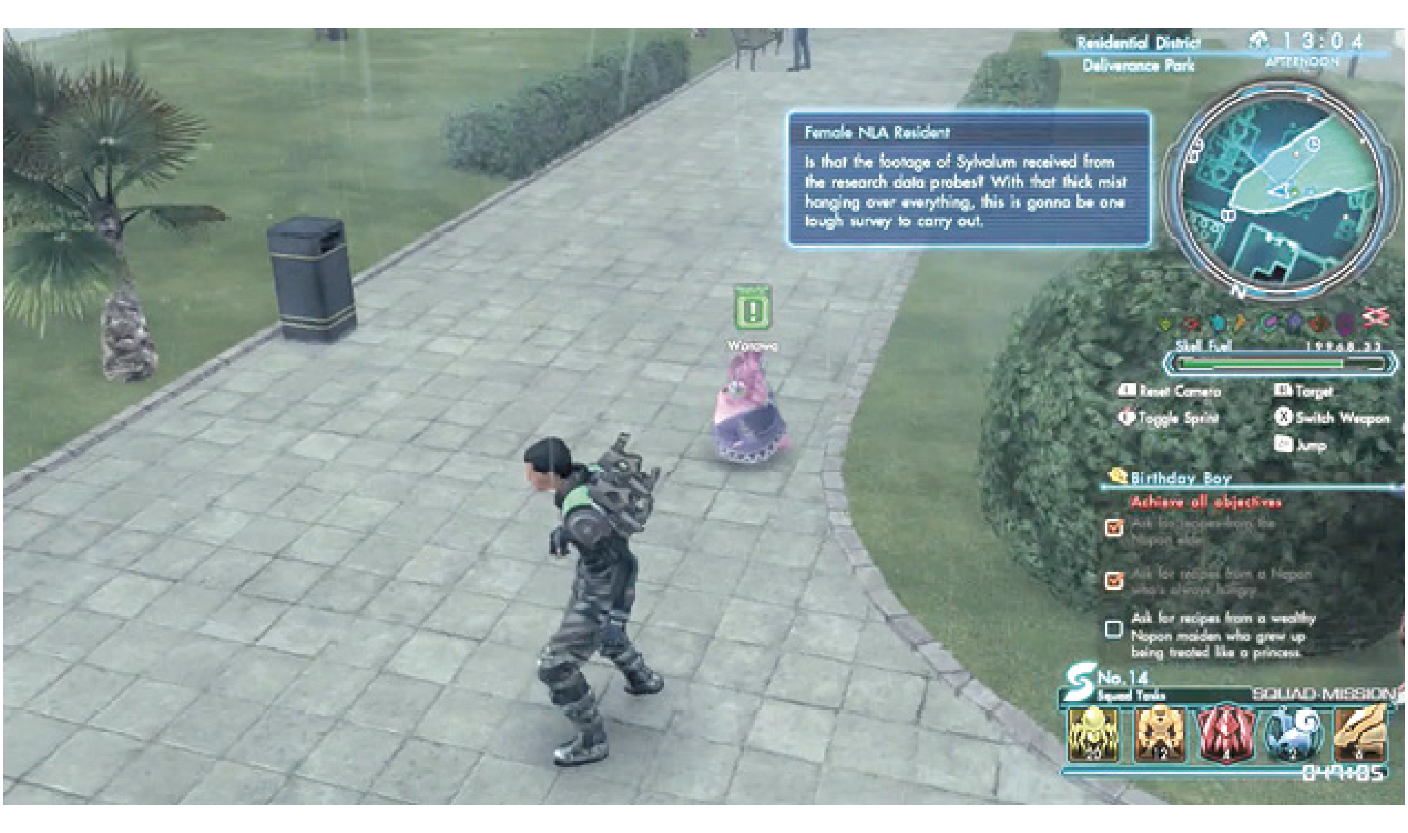
Pirapira
"It use local ingredients gathered at source and need no special implements. Oh, and it CRAZY nutritious!"
Answer
Inquire: Ask Pirapira to hear more.
Insist: Tell Pirapira to just give you the recipe already.

Q&A Time!

Ngogo
"Recipe has been passed down from house of elder to house of elder. It involve many special rules and rites."
Answer
Inquire: Ask Ngogo about the rules and rites.
Press: Tell Ngogo that you are here for a recipe, not a lecture.

Q&A Time!

Ngogo
"Next, they…Wait, friend is interested in hearing more, yes?
Answer
Nod: Tell Ngogo to continue his explanation.
Stop: Tell Ngogo to just give you the recipe already.



Female NLA Resident
Is that the footage of Sylvalum received from the research data probes? With that thick mist hanging over everything, this is gonna be one tough survey to carry out.

Residential District
Deliverance Park
13:04
AFTERNOON
Warawa
Birthday Boy
Achieve all objectives
Ask for recipes from a wealthy Nopon maiden who grew up being treated like a princess.
SQUAD MISSION

Finally, the royal-treatment Nopon is Warawa, who can be found in the Residential District's Deliverance Park. Talk to her last.

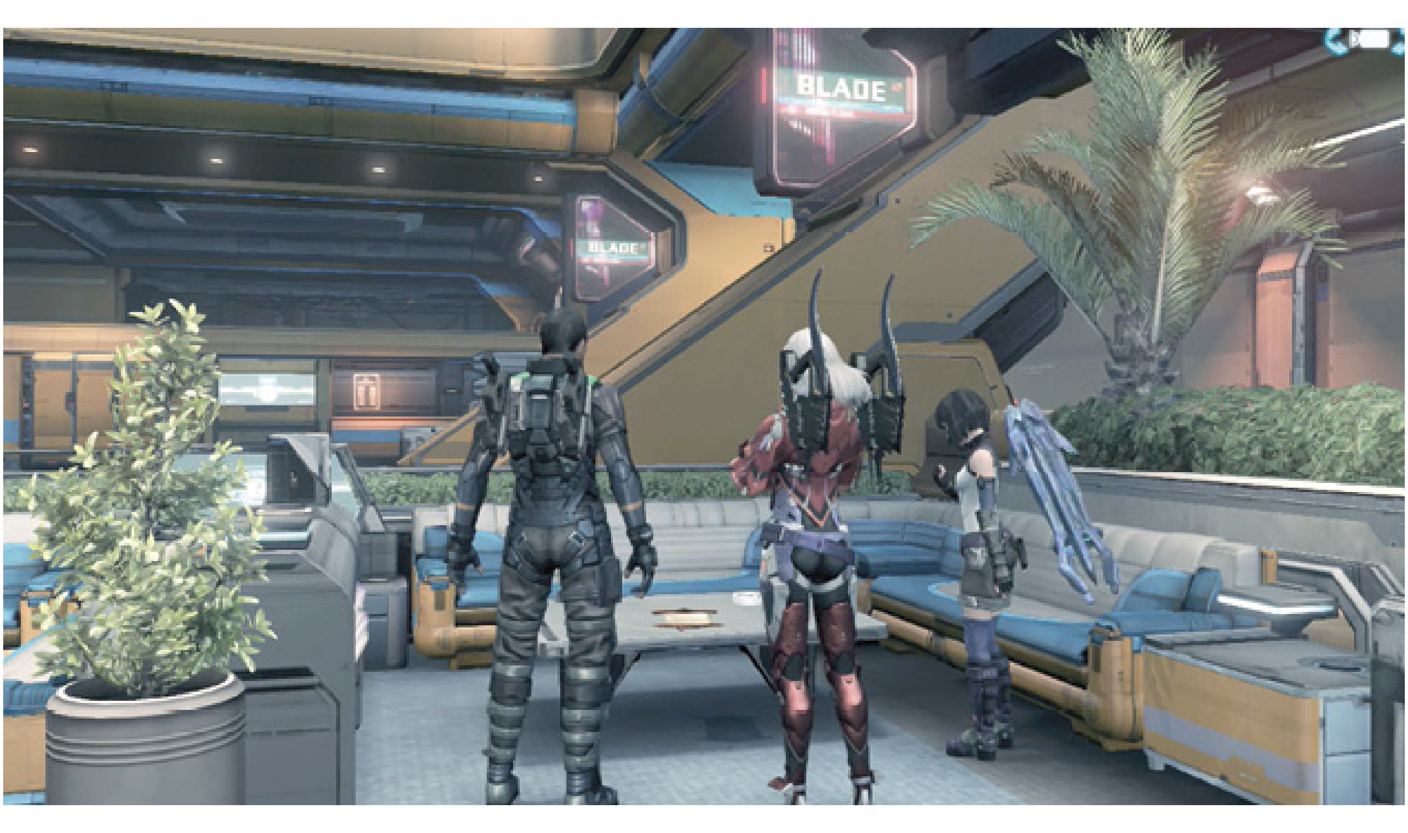
Q&A Time!

Warawa
"But taste of mamapon cooking was special."
Answer
Inquire: Ask Warawa to say more.
Demand: Tell Warawa to just give you the recipe already.

Once you're done gathering recipes, a misunderstanding occurs, and Tatsu runs off.

Objective 2

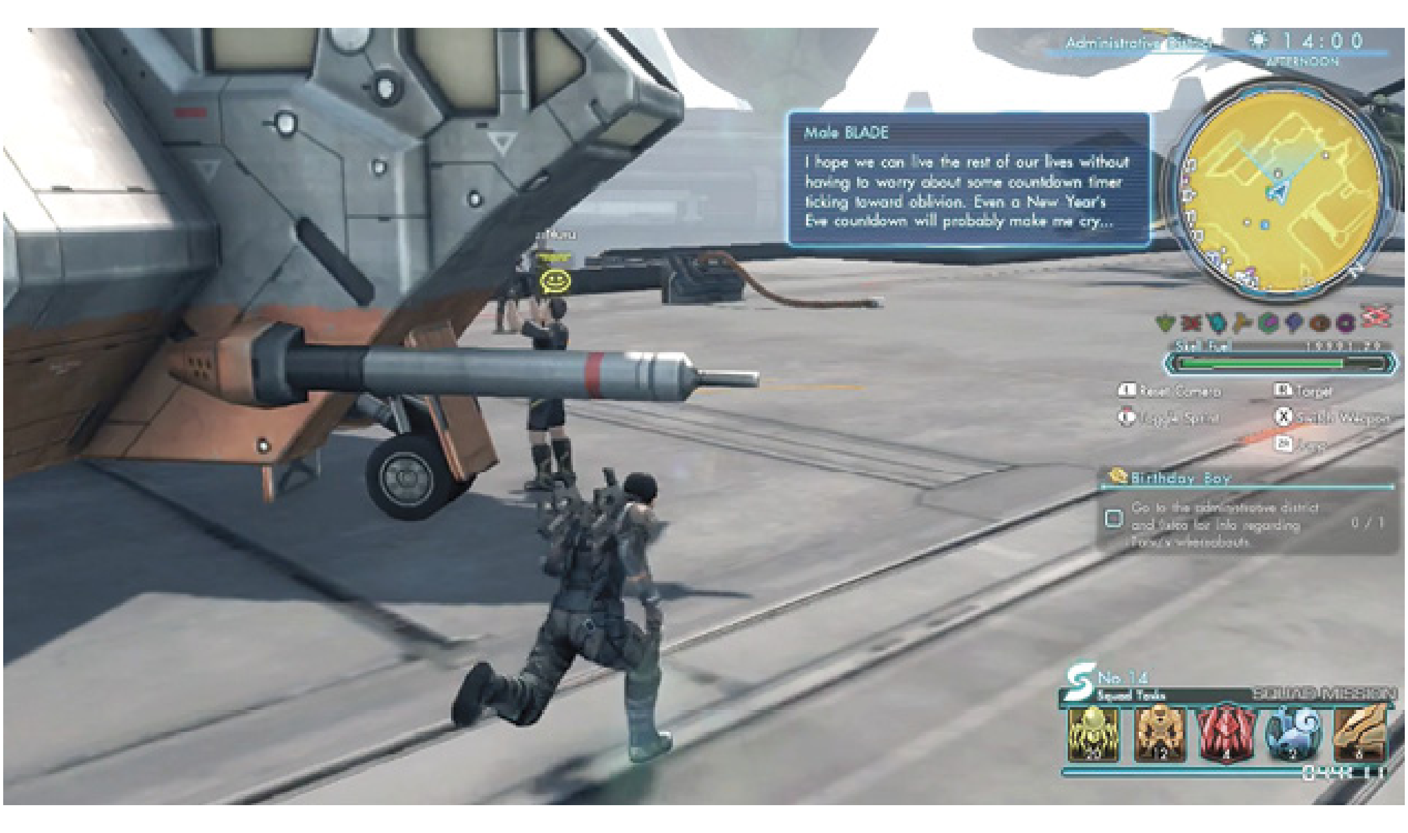
Return to the BLADE Barracks and look for Tatsu.



Check the dinner tables near Lin's cooking area to find a note.

Objective 3

Go to the Administrative District and listen for info regarding Tatsu's whereabouts.



Male BLADE
I hope we can live the rest of our lives without having to worry about some countdown timer ticking toward oblivion. Even a New Year's Eve countdown will probably make me cry...

Administrative District
14:00
AFTERNOON
Birthday Boy
SQUAD MISSION

You'll find the info you need at the transports just outside the entrance to BLADE Tower.

Objective 4

Look for Tatsu at Cauldros's Forgotten Mining Frigates.

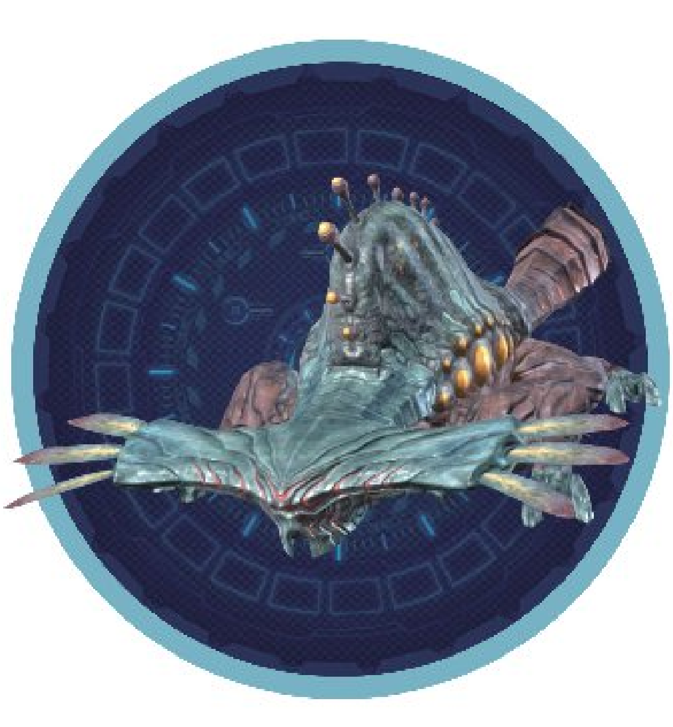
You find Tatsu just in time to see him in the jaws of an indigen! Teach it not to mess with Lin's meal-to-be…erm, friend. That's it. Friend.

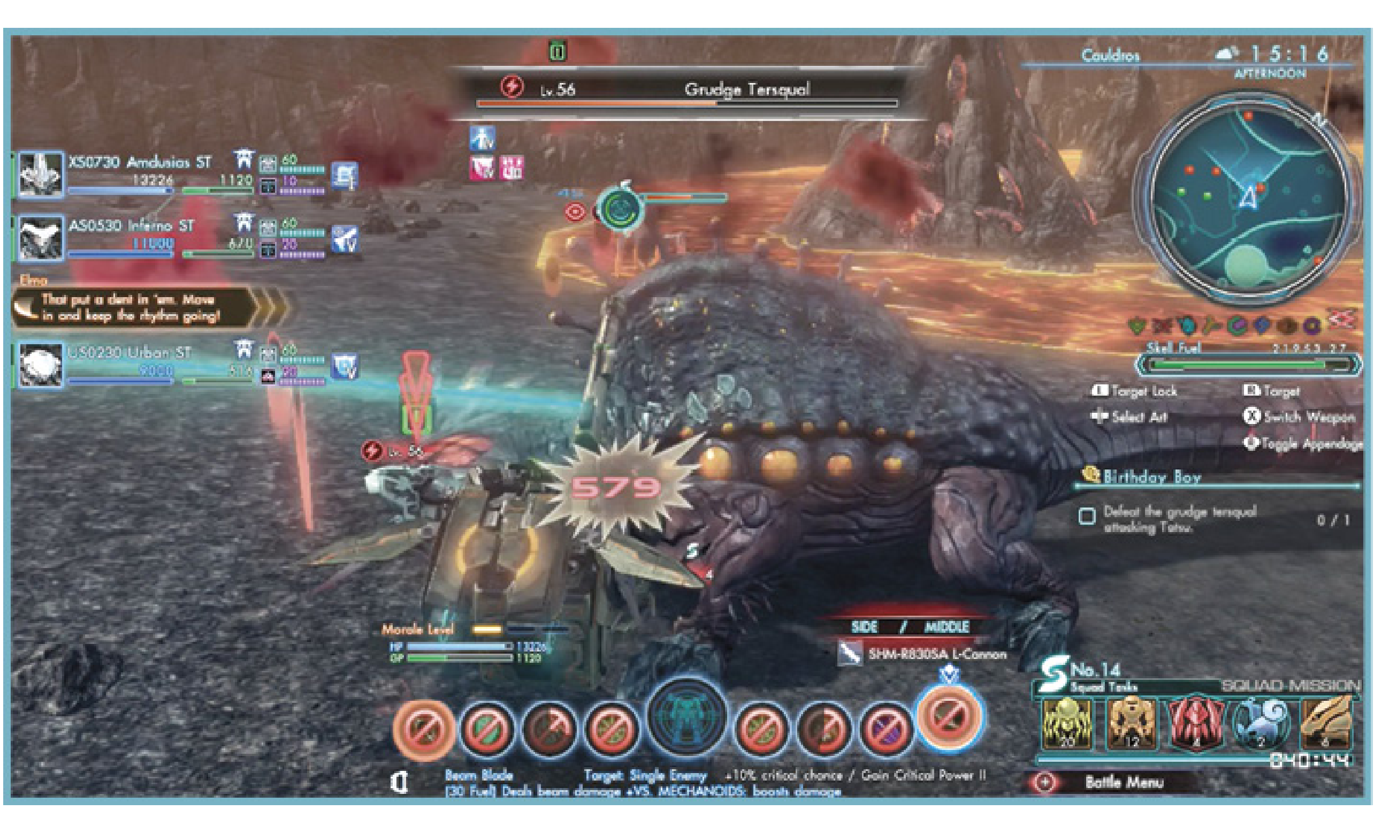
Objective 5

Defeat the grudge tersqual attacking Tatsu.

Grudge Tersqual

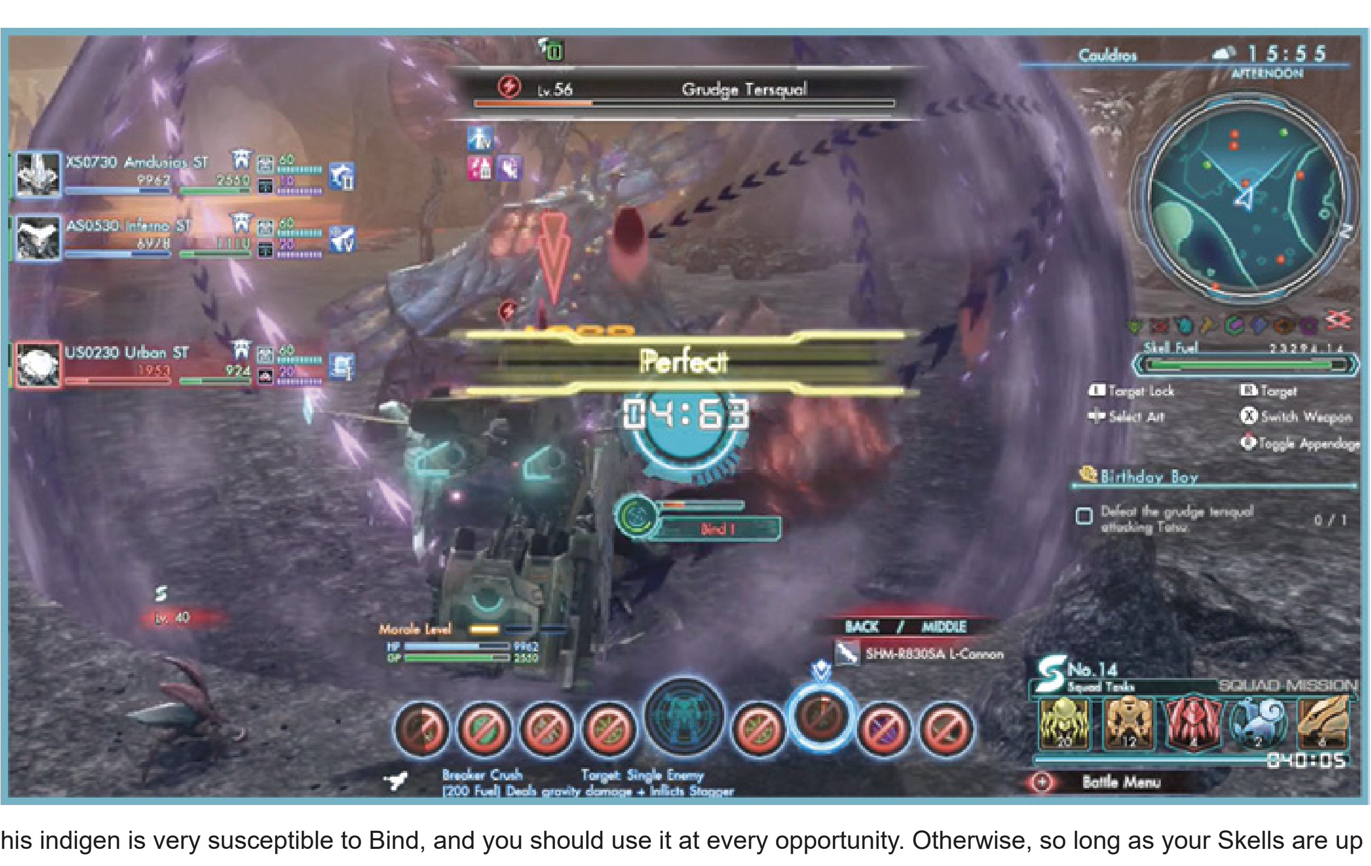
Lv. 56: Boss





Elma
That put a dent in 'em. Move in and keep the rhythm going!

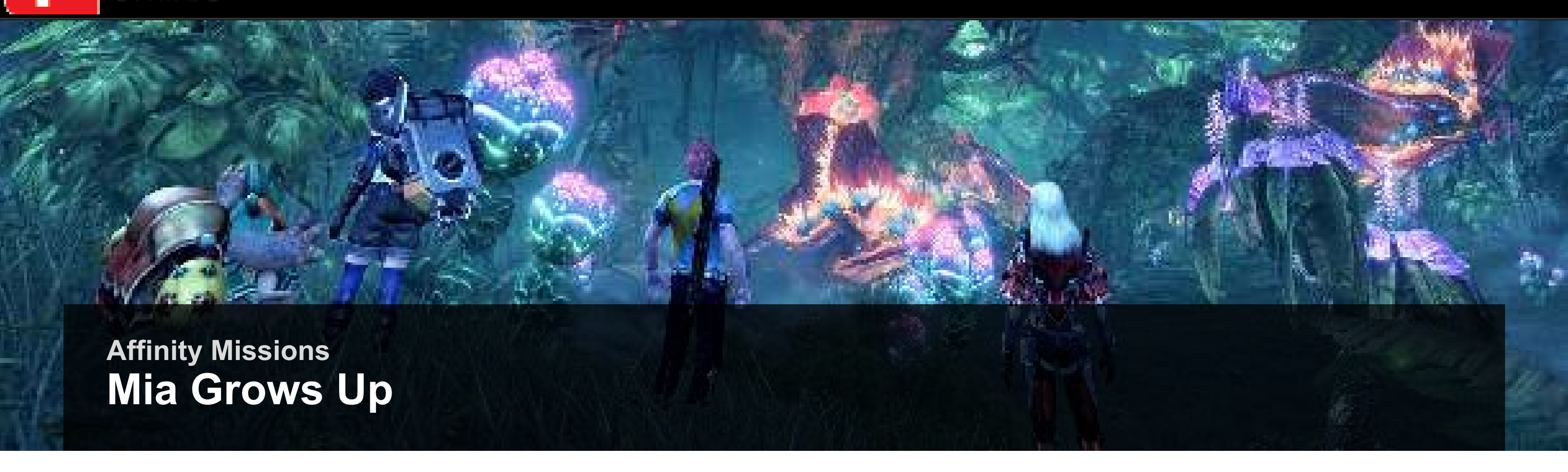
Lv.56
Grudge Tersqual
Cauldros
15:16
AFTERNOON
XS0730 Amdusias ST
AS0530 Inferno ST
US0230 Urban ST
579
Birthday Boy
Defeat the grudge tersqual attacking Tatsu.
0 / 1
SIDE / MIDDLE
SHM-R830SA L-Cannon
Beam Blade
Target: Single Enemy
Battle Menu


Lv.56
Grudge Tersqual
Cauldros
15:55
AFTERNOON
Perfect
04:63
Bind I
BACK / MIDDLE
SHM-R830SA L-Cannon
Breaker Crush
Target: Single Enemy
Birthday Boy
Defeat the grudge tersqual attacking Tatsu.
0 / 1
Battle Menu

This indigen is very susceptible to Bind, and you should use it at every opportunity. Otherwise, so long as your Skells are up to snuff and your levels are close to the tersqual's, standard battle tactics will win the day. Debuff where necessary.

Q&A Time!

Tatsu
"L…Linly…"
Answer
Congratulate: Wish Tatsu a happy birthday.
Encourage: Tell Tatsu to eat as much as he likes.



Affinity Missions

Mia Grows Up

Mission Prerequisites

- **Level: 53.**
- **Affinity: Mia (4 Hearts).**
- **Complete Chapter 12.**
- **Complete the "Sparking a Smile" mission.**
- **Required Members: Mia.**

Mission Walkthrough

You've been watching Mia's back as she's grown from a plucky reject into a true BLADE operative. It's time to witness the fruits of that nurture and reflect on that journey—through the eyes of a Nopon.

Q&A Time!

Mia
"What do you do?!"
Answer
Search: Say that you track him down right away.
Wait: Say that you stay put and wait for him to arrive.

Q&A Time!

Mia
"I'm still not half the explorers they were, but I like to think they'd be proud."
Answer
Confirm: Tell Mia you're sure her parents would be proud.
Chide: Tell Mia her folks would think she still has a lot of growing up to do.

Q&A Time!

Mia
"You remember this place? We first met here at this very spot."
Answer
Affirm: Tell Mia you remember it like it was yesterday.
Deny: Say you forgot.

Q&A Time!

Tora
"But yes! With coin in hand, Tora not lose to stupid Tatsu. Then Tora can go see dadapon and mamapon."
Answer
Query: Ask Tora why he's upset with Tatsu.
Assume: Ask whether Tora can't meet his parents before he obtains the coin.

New Affinity Mission: Mia Grows Up

The recent BLADE recruit Mia has been in touch. Time to go on a mission with her.

Objective 1

Talk to Nan at the Nopon Bazaar in the Commercial District.

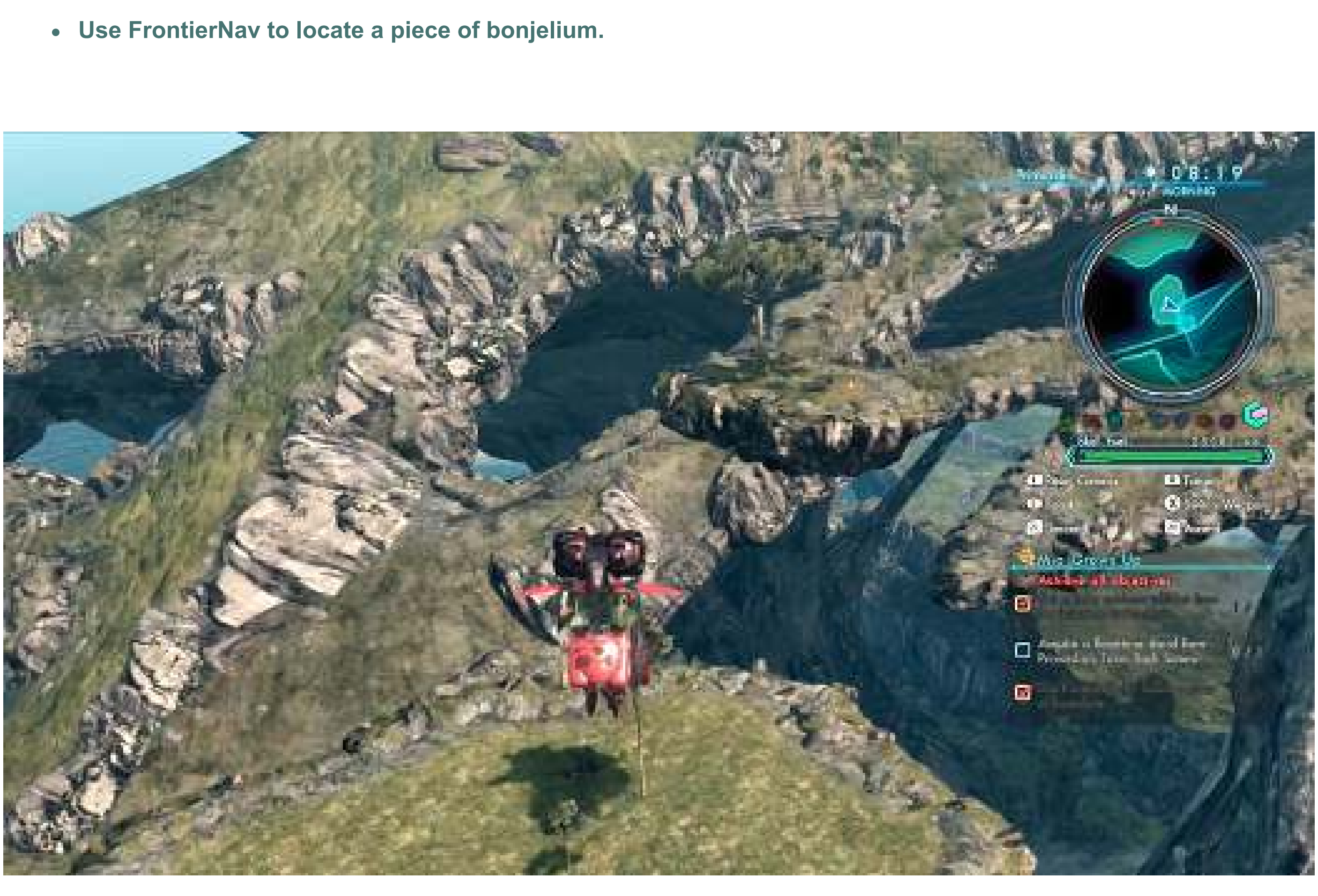
Q&A Time!

Elder Nan
(muttering)
Answer
Support: Say that Tora's ability to talk you into this nonsense must count for something.
Bribe: Offer to introduce elder Nan to some cute Nopon later.

Objective 2

Achieve all objectives:

- **Get a lucky rainbow whisker from the balaenas in Primordia.**
- **Acquire a floatstone shard from Primordia's Talon Rock Summit.**
- **Use FrontierNav to locate a piece of bonjelium.**



Head in your flying Skell to Talon Rock Summit for an easily locatable shard, and use the Bestiary in the Data chapter for the whisker (or grab it at the Network Terminal using reward tickets). You can check the Segment Details in the Data Chapter for places to mine for bonjelium, but this late in the game, odds are you've already got plenty.

Objective 3

Talk to Nan at the Nopon Bazaar in the Commercial District.

Objective 4

Talk to Mamara at Oblivia's Dorian Caravan.

Q&A Time!

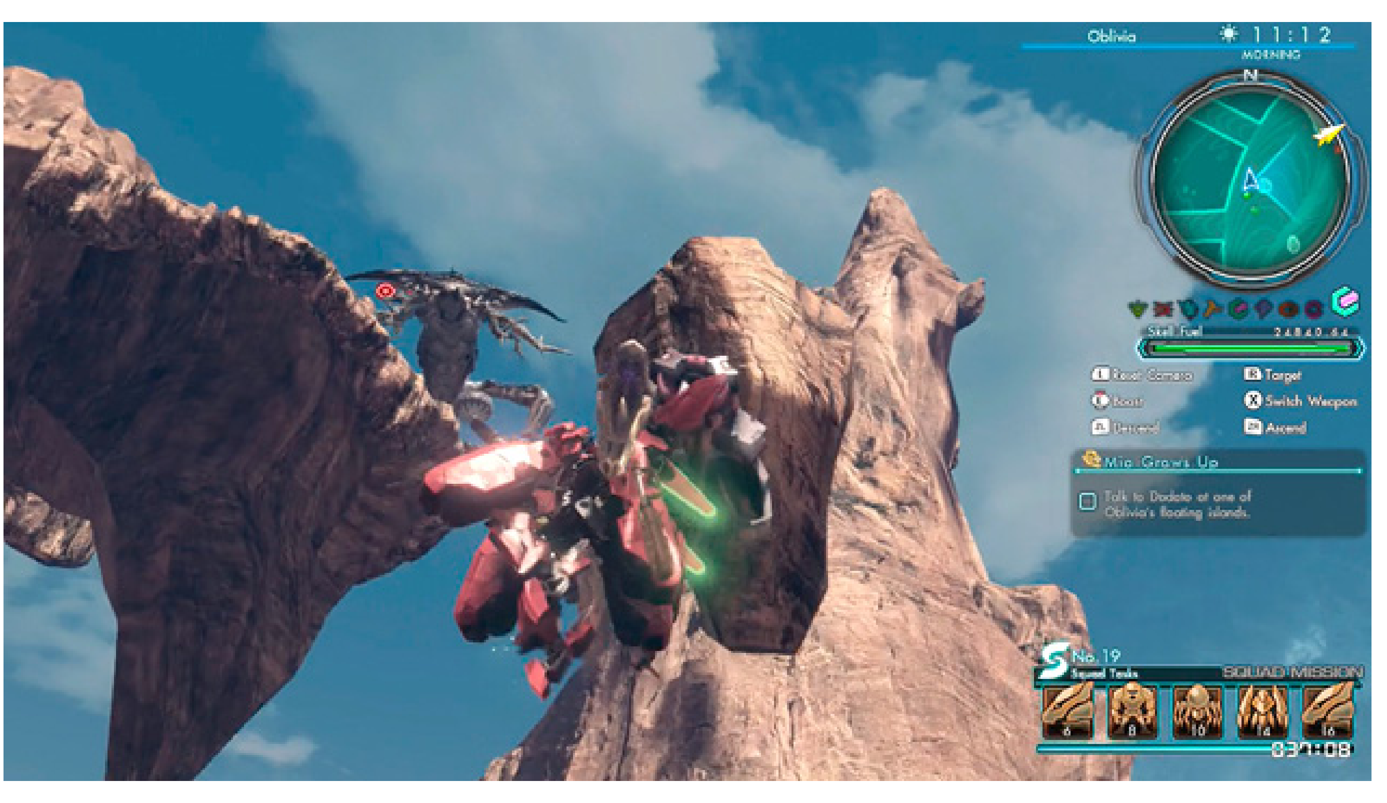
Mia
"Did you know that, Chief?"
Answer
Boast: Tell Mia that everyone who's anyone knows that.
Deny: Say that you had no idea…and that it's kind of horrifying.

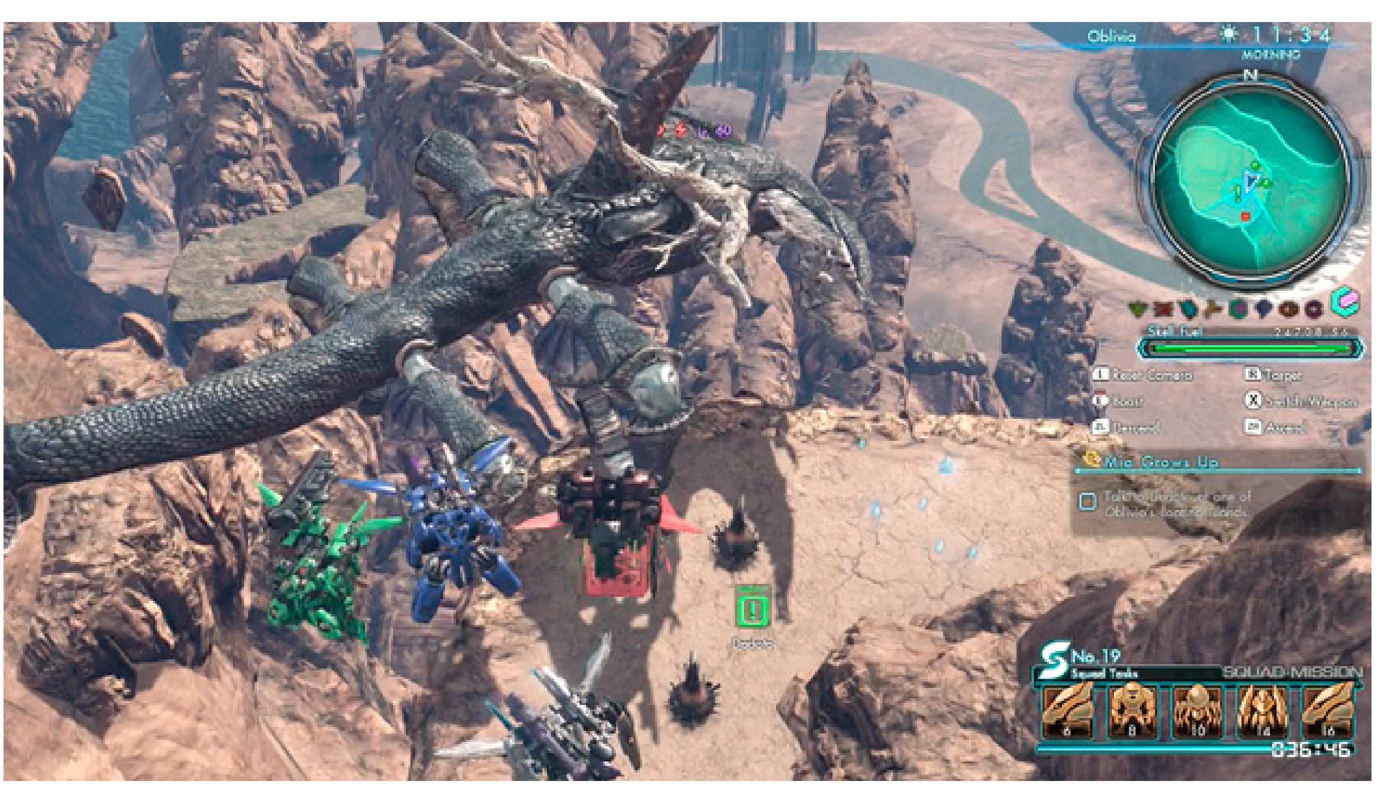
Q&A Time!

Tora
"No time for lengthy begging! Go and save Dadapon! Please?"
Answer
Accept: Agree to rescue Tora's father.
Bargain: Tell Tora you'll rescue his father for a price.

Objective 5

Talk to Dadato at one of Oblivia's floating islands.





The floating islands are high in the sky—use the mini-map to direct you to the correct one.

Note that a massive level 60 indigen may attack you if it sees or hears you. However, you can potentially avoid this scenario by approaching Dadato from outside the indigen's line of sight and without using your thrusters.

Q&A Time!

Dadato
"Huh? Friends not look like birds. Did friends come to help Dadato?"
Answer
Confirm: Tell Dadato that he's safe now.
Explain: Tell Dadato that Tora negotiated for your assistance.

Objective 6

Head to Oblivia's Dorian Caravan.

Q&A Time!

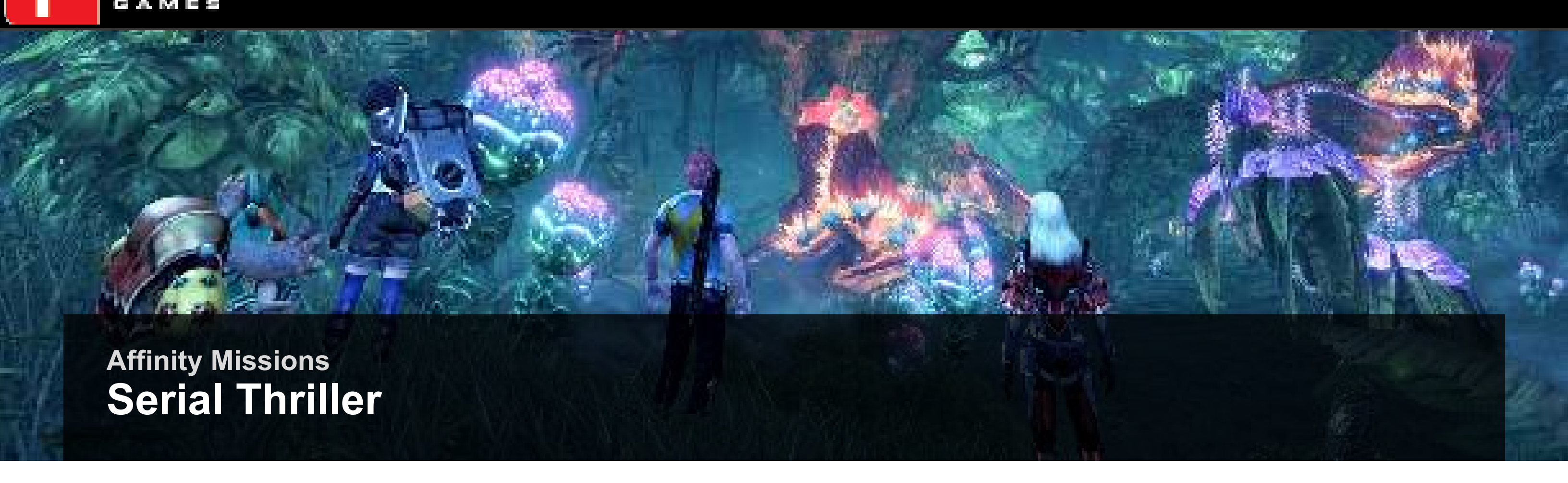
Mia
"Don't you think so, Chief?"
Answer
Agree: Confess that you can see the resemblance.
Disagree: Say that Tora's a lot more with-it than Mia was.

Q&A Time!

Mia
"I feel like I've asked this before, Chief, but if my folks were still alive… do you think they'd look at me now, all professional, and be…proud?"
Answer
Affirm: Tell Mia you're sure her parents would be floored with pride.
Deny: Tell Mia that she still has a ways to go.

Art Learned: Beam Bomber (Raygun)

Art Learned: Clarity Ray (Raygun)



Affinity Missions

Serial Thriller

Mission Prerequisites

- **Level: 53.**
- **Affinity: Murderess (4 Hearts).**
- **Complete Chapter 12.**
- **Complete the "A False Hope" affinity mission.**
- **Complete "The Little Rich Girl" affinity mission.**
- **Required Members: Murderess.**
- **Restricted Members: Irina.**

Mission Walkthrough

In this mission, the Murderess finally lives up to her name…or does she?

Q&A Time!

BLADE
"Come with us. We'd like to question you about some homicides."
Answer
Moan: Tell the Murderess you knew it would come to this.
Query: Ask if the Murderess is being formally charged.
Confess: Break down and admit that you did it.

Q&A Time!

BLADE
"So yeah, we're suspicious. And more than a little."
Answer
Argue: Claim that a Definian must be behind it, like with Hope.
Defend: Say that the Murderess would never do something like that.

Q&A Time!

BLADE
"So you want us to ignore a suspect? What happens when another BLADE dies?"
Answer
Suggest: Tell the officer that he needs to build a stronger case.
Propose: Offer to find the real killer yourself.

New Affinity Mission: Serial Thriller

Find the person responsible for the murders and clear the Murderess's name.

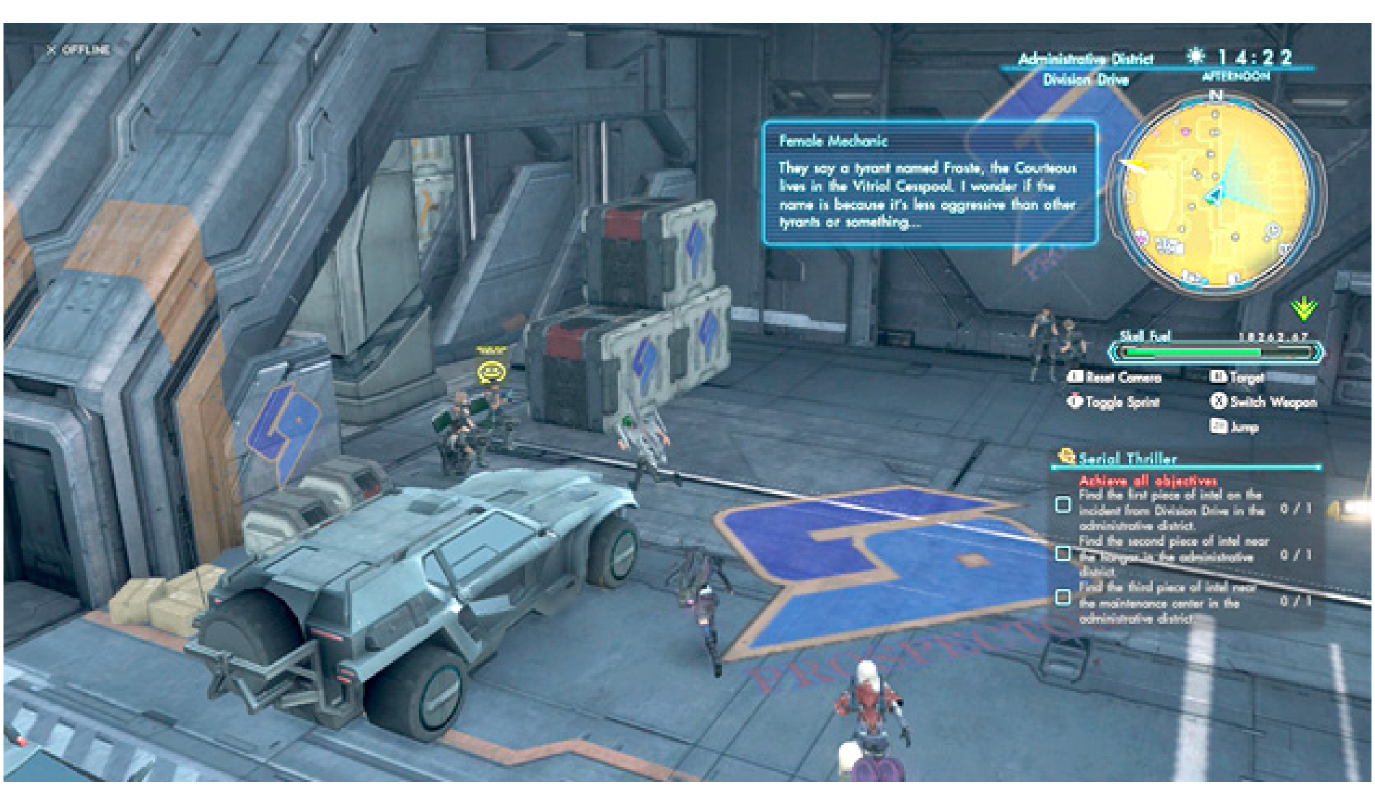
Objective 1

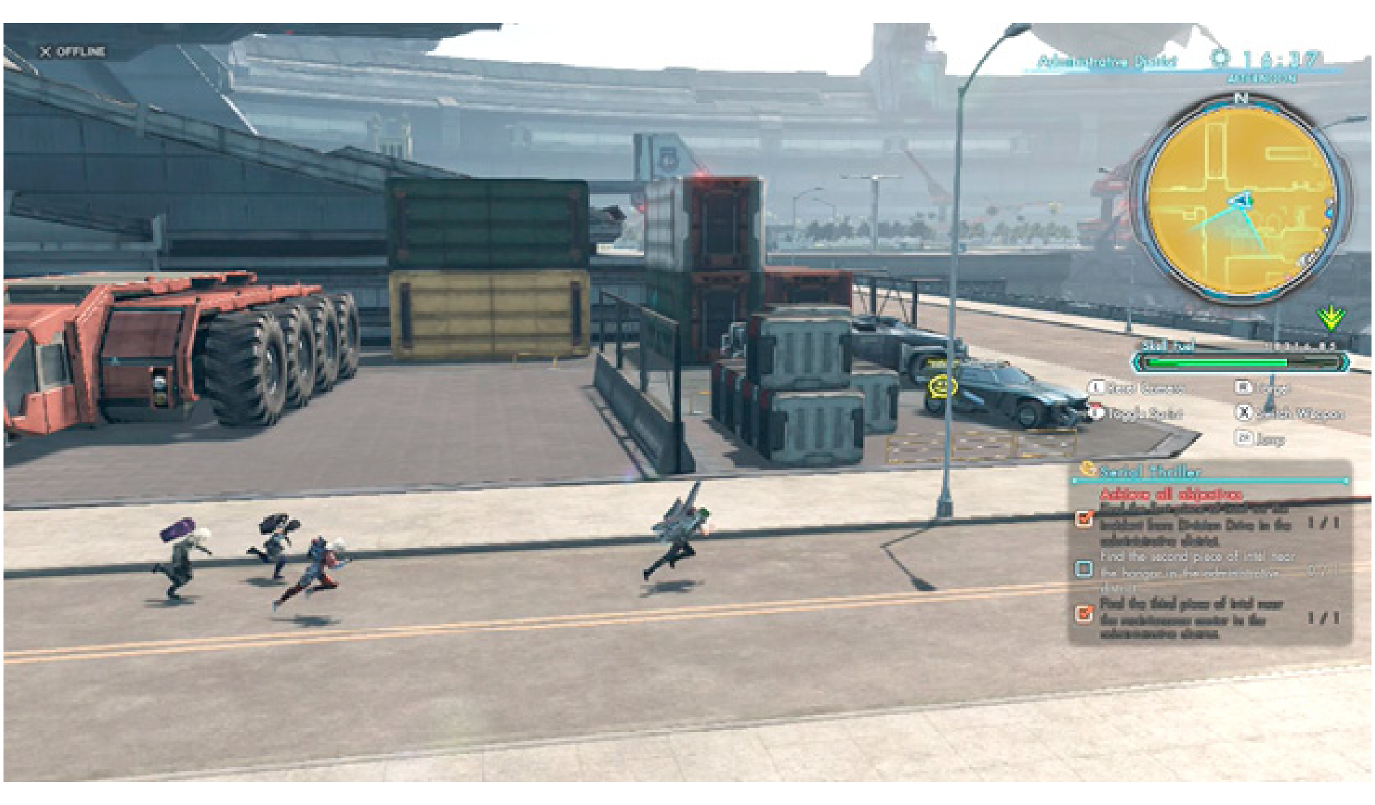
Talk to Eleonora on the BLADE Concourse in the Administrative District.

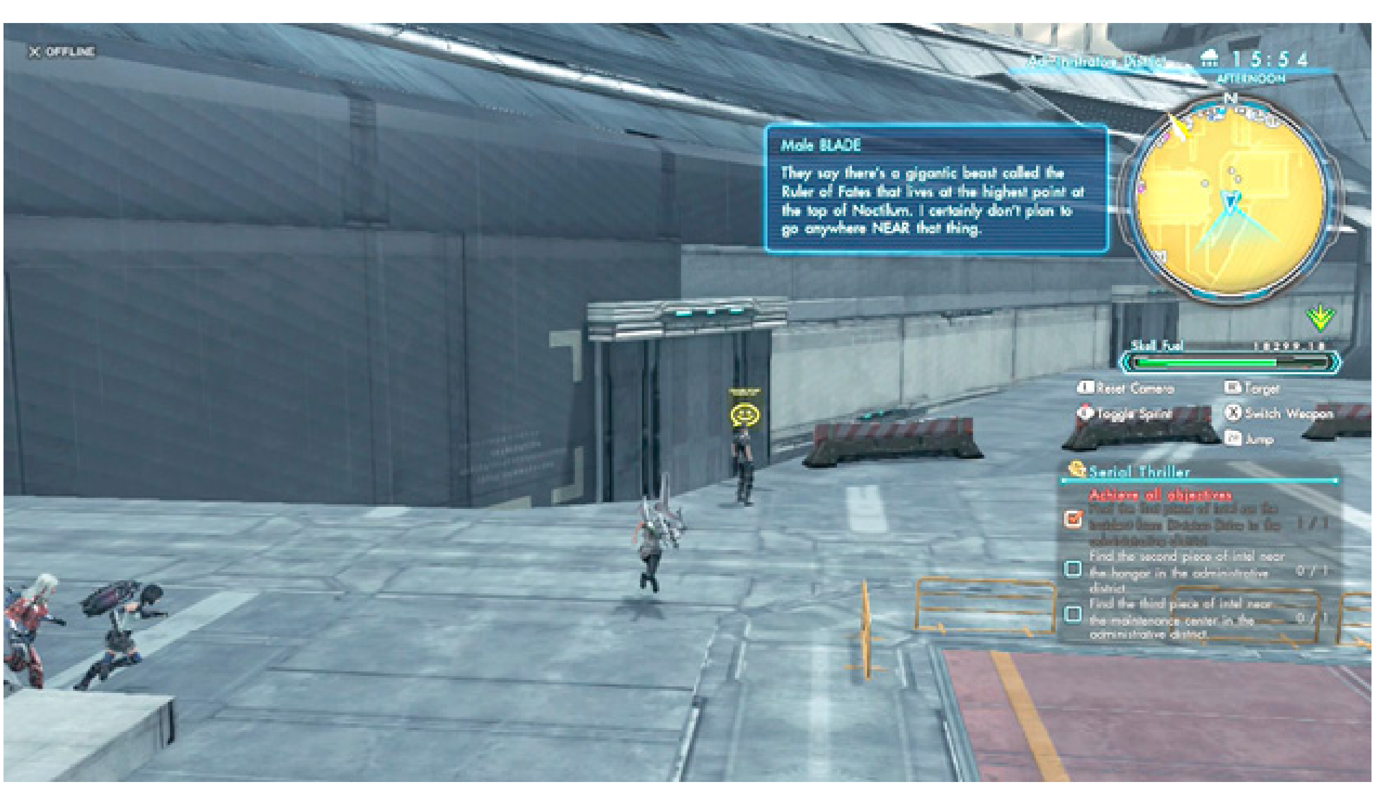
Objective 2

Achieve all objectives:

- **Find the first piece of intel on the incident from Division Drive in the Administrative District.**
- **Find the second piece of intel near the hangar in the Administrative District.**
- **Find the third piece of intel near the Maintenance Center in the Administrative District.**







The first piece of info is in the Prospectors' Hangar at Division Drive, the second is along the edge of the Administration District near the connecting bridge to the Commercial and Industrial Districts, and the third is past the Mimeosome Maintenance Center, near the edge barricades.

Objective 3

Talk to Eleonora on the BLADE Concourse in the Administrative District.

Q&A Time!

Eleonora
"Pretty weird, huh?"
Answer
Assert: Claim that the bodies are a message.
Assume: Guess that the Ganglion are behind it.

Q&A Time!

Murderess
"This is my dream. Not a day goes by where I don't—"
Answer
Suggest: Offer to put a bounty out on Gibbon.
Worry: Ask the Murderess if she's planning revenge.
Query: Tell the Murderess that you thought her dream was to restore her family name.

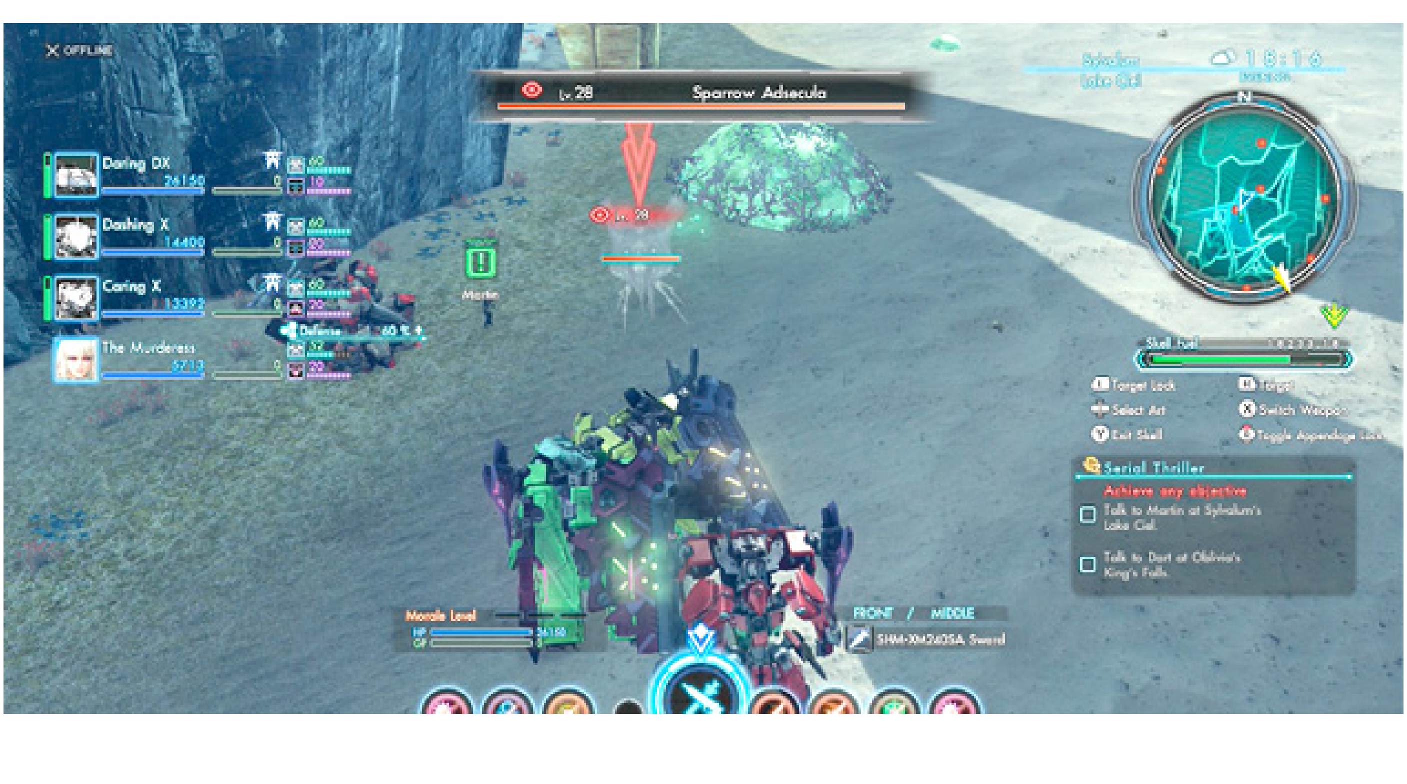
Q&A Time!

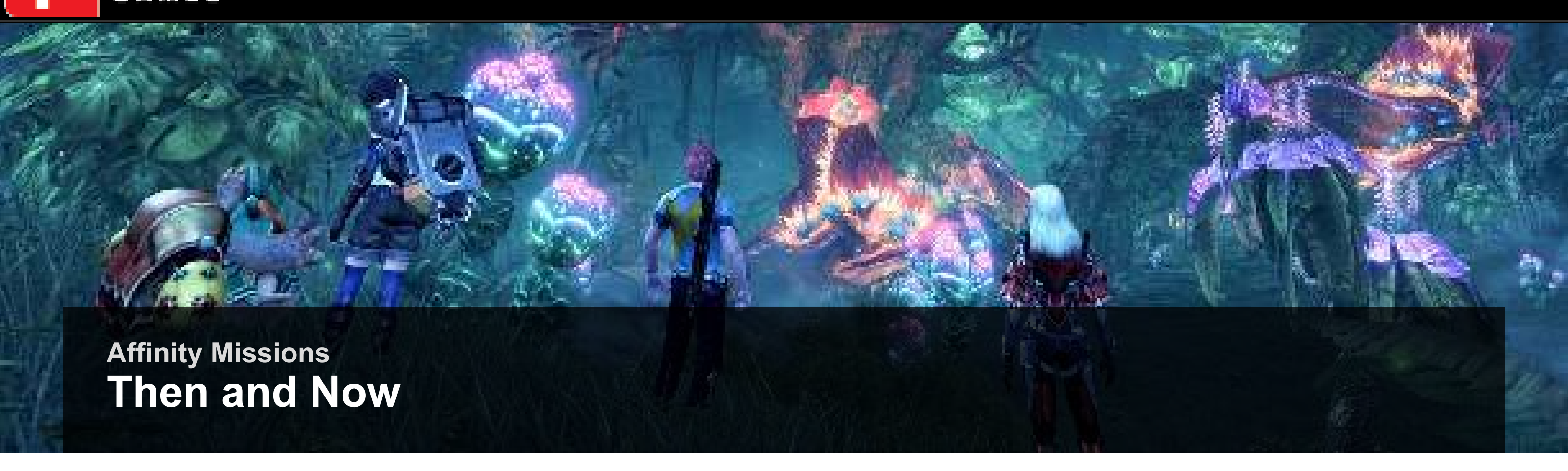
Eleonora
"That's not the—Hey, you have to help me stop her!"
Answer
Persuade: Tell the Murderess to consider Irina.
Caution: Tell the Murderess that killing Dale Gibbon could impact her other dream.
Offer: Tell the Murderess that you'll go with her.

Objective 4

Achieve any objective:

- **Talk to Dart at Oblivia's King's Falls.**
- **Talk to Martin at Sylvalum's Lake Ciel.**





Affinity Missions

Then and Now

Armor Up!

Before tackling this mission, you will need to up your firepower considerably. Consider grabbing at least two level 50 Skell frames to take on the two level 80 bosses at the end of this mission! You can gain access to the level 50 frames in the shop terminal by reaching maximum R&D levels with the Sakuraba Industries and Grenada GG corporations. The level 50 Skells will still cost a boatload of credits, however.

Mission Prerequisites

- **Level: 58.**
- **Affinity: Elma (4 Hearts).**
- **Complete Chapter 12.**
- **Explore 90% of Primordia.**
- **Complete the "We Were Soldiers" affinity mission.**
- **Required Members: Elma, Lin.**
- **Restricted Members: Doug, Lao.**

Mission Walkthrough

With peace having been achieved, Team Elma is naturally restless. Therefore, Elma hand-crafts her own special mission for them.

New Affinity Mission: Then and Now

Elma has requested your help for a special task. It's not really the kind of thing you can turn down…

Objective 1

Head to Primordia's Fallshorn Isle on a clear evening.

Observe the heartwarming cutscene, but also get ready for an unexpected boss battle!

Q&A Time!

Elma

"I can't. This is…personal."

Answer

Assert: Claim that you won't abandon her.

Warn: Say she's getting too emotional.

Objective 2

Defeat the demise ictus on Fallshorn Isle.

Demise Ictus

Lv. 60: Boss

This mission is actually a wake-up call that postgame-specific material will be a cut above in terms of challenge. That said, given where you currently are in the game, there's no reason you shouldn't be coming into this battle with four characters close to this boss's level and at least three Skells armed to the teeth.

Such a combination actually makes this boss rather easy, and there are no special strategies to speak of for beating it other than to abuse Bind at every opportunity. Enjoy your victory when it arrives, however—this is merely the calm before the storm.

Q&A Time!

Elma

"As your leader, I failed you."

Answer

Mutiny: Claim that you are the leader now.

Joke: Say that at least you aren't bored anymore.

Objective 3

Head to the Keegan Ridge in Oblivia and find the Reclaimers.

Objective 4

Defeat two gleaming sphinxes in Oblivia's Keegan Ridge.

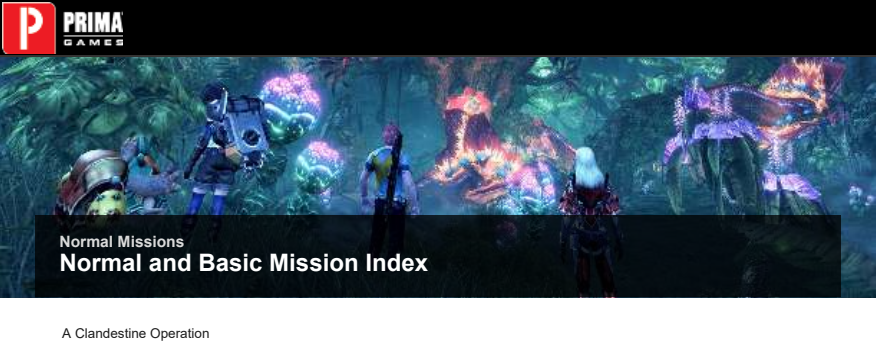
Gleaming Sphinx x2

Lv. 80: Boss

You're going to want at least two level 50 Skells on your party and two other Skells at least at level 30. Armor them up to the gills and give them the most powerful single-targeting weapons possible, including G-Busters. Get all of your party members to level 60 if you can. If you have at least this minimum amount of power going in, then you stand a good chance.

Concentrate all of your party's fire on one sphinx at a time no matter what. Also, stay away from area-of-effect attacks. This is because there are other indigens in the area who can whittle you down while you're trying to take out these monsters as quickly as you can. Instead, concentrate on debuffs, buffs, and just plain hitting hard.

Gleaming Sphinx
Oblivia
306



Normal Missions

Normal and Basic Mission Index

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A Community Service
A Concerned Citizen
A Covert Rescue
A Crickety Cure
A Desert Deferred
A Dish Served Cold
A Dubious Operation
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A Hard Pill to Swallow
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A Look at Lichen
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A Moment of Brilliance
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A New Spark
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Adsecula Extermination
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An Angelic Accessory
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Arms Testers Wanted
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Backup Request
Bananaleaf Bonanza
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Black Lifehold
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Blatta Splatter
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Extreme Pansies
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Fending Off Forfexes
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Find the Freighter
Finding Morrows Today
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Forest Foray
Fortun and Glory
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From Idea to Inventory
From Idea to Inventory
From Idea to Inventory
From Idea to Inventory
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Germivores No More
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Ictus Infestation
Ictus Infestation
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In Support of Science
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Indigen Investigation
Indigen Investigation
Indigen Investigation
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Kidnapped: Uzoma Vassago
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Lambert, the Divine Wind
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Laying Lophids Low
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Normal Missions

Normal Missions

The Probe-fessional

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Learn about FrontierNav from Kirsty.
REWARDS
100 EXP, 4,000 Credits, Mining Probe G2, Research Probe G2, Storage Probe
OBJECTIVES
Install a data probe at FN Site 114 in Primordia, then change it to a mining probe G1.
Install a data probe at FN Site 112 in Primordia, then change it to a mining probe G1.
Use the segment map to change the data probe in Primordia's FN Site 116 to a mining probe G1.
Talk to Kirsty on the BLADE Concourse in the Administrative District.
Install a research probe G1 at FrontierNav Site 117 in Primordia.
Discover the unexplored territory "Rock Cavern" in Primordia.
Talk to Kirsty on the BLADE Concourse in the Administrative District.

Welcome Back, Conner

QUEST GIVER	QUEST LOCATION
Nathan	Primordia

SUMMARY
Nathan’s teammate Conner has gone missing. Find him as soon as possible.
REWARDS
110 EXP, 5,000 Credits, Bargain Tank Top (Blue Camo)
OBJECTIVES
Search Primordia’s Sickle Rock Rise area for Conner.
Search the Sayram Northeast Plain for Conner’s comm device.
Talk to Conner on Primordia’s Sickle Rock Rise.

Cinicula Assault

QUEST GIVER	QUEST LOCATION
Conner	Primordia

SUMMARY
Hunt the bold cinicula causing trouble for BLADE.
REWARDS
120 EXP, 6,000 Credits, Tank Top (Yellow Camo)
OBJECTIVES
Defeat the bold cinicula in Primordia’s Grieving Plains.

Better Latte Than Never

QUEST GIVER	QUEST LOCATION
Jo	Commercial District

SUMMARY
Find heatproof inox pipes to fix the espresso machine that Jo broke.
REWARDS
110 EXP, 5,000 Credits, Bargain Heart Glasses
OBJECTIVES
Gather three heatproof inox pipes in Primordia.
Talk to Jo on Melville Street in the Commercial District during the day.
Look for Jo in the Residential District.
Gather two L-002 fuel tanks in Primordia.
Talk to Jo in the Residential District cathedral.

A Hero’s Ride

QUEST GIVER	QUEST LOCATION
Justin	Commercial District

SUMMARY
Justin’s car is wrecked. Gather the parts to repair it.
REWARDS
110 EXP, 5,000 Credits, Sakuraba Basic (Male)
OBJECTIVES
Gather two anhydrous radiators in Primordia.
Talk to Justin near Barista Court in the Commercial District.

Myles to Go

QUEST GIVER	QUEST LOCATION
Satie	Administrative District

SUMMARY
Take supplies to the BLADEs who were attacked by dangerous indigens while on duty.
REWARDS
110 EXP, 5,000 Credits, Makeshift Gauze Eyepatch
OBJECTIVES
Defeat the whimsical duoguill on the West Janpath Plain.
Talk to Myles on the West Janpath Plain.

Planetary Pioneer (Part I)

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Continue the survey of Primordia using FrontierNav.
REWARDS
140 EXP, 7,000 Credits, Booster Probe G1, Glasses
OBJECTIVES
Complete “Primordia Trailblazing 1.”
Complete “Primordia Trailblazing 2.”
Complete “Primordia Trailblazing 3.”
Talk to Kirsty on the BLADE Concourse in the Administrative District.

Primordia Trailblazing 1

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Find the required miranium for the rebuilding work of New LA and give it to Kirsty.
REWARDS
20 EXP
OBJECTIVES
Give 750 units of miranium to Kirsty on the BLADE Concourse in the Administrative District.

Primordia Trailblazing 2

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Defeat the indigens who keep attacking the Pathfinders in Primordia.
REWARDS
20 EXP
OBJECTIVES
Defeat five juvenile simius in Primordia during the day.

Primordia Trailblazing 3

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Acquire the data unit FN093 for Kirsty.
REWARDS
20 EXP
OBJECTIVES
Obtain the data unit FN093 in Primordia's Green Threshold.

BLADE Level Basics

QUEST GIVER	QUEST LOCATION
Eleonora	Administrative District

SUMMARY
Listen to Eleonora’s explanation about BLADE levels.
REWARDS
None
OBJECTIVES
Increase your BLADE level to level 2.
Talk to Eleonora at the BLADE Concourse in the Administrative District.

City Saviors

QUEST GIVER	QUEST LOCATION
Carl	Administrative District

SUMMARY
Indigens have built a nest in a cave near New LA. Go there and investigate.
REWARDS
130 EXP, 7,000 Credits
OBJECTIVES
Head to the cave in Primordia’s west gate plain.
Defeat five little suids in Primordia’s west gate plain.
Defeat the big suid in Primordia’s west gate plain.
Talk to Carl on Division Drive in the Administrative District.

Choosing to return to Carl without killing the suids unlocks “A Painful Lesson” in the West Gate Plain later in the game.

Data Miner

QUEST GIVER	QUEST LOCATION
Gigio	Noctilum

SUMMARY
Retrieve the weapon-test data from Gigio’s Skell.
REWARDS
130 EXP, 7,000 Credits
OBJECTIVES
Obtain the weapon-test data from the Skell in Noctilum’s Rust Lake.
Talk to Gigio at Noctilum’s Whale’s Nostril.
Defeat the devil mephite at Noctilum’s Whale’s Nostril.
Talk to Gigio at Noctilum’s Whale’s Nostril.

Installation

QUEST GIVER	QUEST LOCATION
Pathfinders	Primordia

SUMMARY
Install a data probe in Primordia.
REWARDS
10 EXP, 2,500 Credits
OBJECTIVES
Install a data probe on the plains northeast of Primordia's Sayram Lake.

Research

QUEST GIVER	QUEST LOCATION
NLA Government	Primordia

SUMMARY
Generate revenue from a research probe.
REWARDS
10 EXP, 2,500 Credits
OBJECTIVES
Earn 3,000 credits from FrontierNav in a single return.

Miranium

QUEST GIVER	QUEST LOCATION
NLA Government	Primordia

SUMMARY
Give the miranium to Tauler.
REWARDS
10 EXP, 2,500 Credits
OBJECTIVES
Give 900 units of miranium to Tauler on Division Drive in the Administrative District.

Forest Foray

QUEST GIVER	QUEST LOCATION
Sullivan	Industrial District

SUMMARY
It seems there are many unusual forms of plant life in the forest to the west of New LA. Go and help Sullivan investigate.
REWARDS
130 EXP, 6,000 Credits, Limited NVD
OBJECTIVES
Gather three sekka cosmoses in Noctilum.
Talk to Sullivan at the integrated production plant in the Industrial District.
Gather six phosphorous-tree seeds in Noctilum's Rust Lake.
Talk to Sullivan at the integrated production plant in the Industrial District.

Mamma Mia!

QUEST GIVER	QUEST LOCATION
Mia	Administrative District

SUMMARY
You agreed to help outfit Mia for her journey.
REWARDS
150 EXP, 8,000 Credits, School Blazer
OBJECTIVES
Purchase Iron Blades from the shop.
Purchase Combat Bodywear from the shop.
Deliver the equipment to Mia in the outskirts of the Administrative District.

Yardley's Scheme

QUEST GIVER	QUEST LOCATION
Yardley	Industrial District

SUMMARY
Yardley is looking for materials to repair a machine.
REWARDS
110 EXP
OBJECTIVES
Find a California sunset in Primordia.
Gather four L-002 space analyzers from Primordia.
Talk to Yardley in the Industrial District.

A Proper Chopper

QUEST GIVER	QUEST LOCATION
Roscoe	Industrial District

SUMMARY
You've been asked to aid BLADEs who went missing in Noctilum's Sunlit Spring.
REWARDS
180 EXP, 10,000 Credits, Meredith Light (Male), Meredith Light (Female)
OBJECTIVES
Go to Noctilum's Sunlit Spring, where the helicopter went missing.
Defeat five jovial saltats in Noctilum's Sunlit Spring.
Talk to Howard in Noctilum's Sunlit Spring.
Gather two anhydrous radiators in Primordia.
Find a spherical EM motor in Noctilum.
Give the materials to Ciska in Noctilum's Sunlit Spring.
Repair the helicopter's main rotor.
Talk to Ciska in Noctilum's Sunlit Spring.
Talk to Roscoe in the center of the Industrial District.

That's In-Credible!

QUEST GIVER	QUEST LOCATION
Tutura	Administrative District

SUMMARY
Help Tutura increase the sales for the newly opened arms manufacturer Candid & Credible.
REWARDS
210 EXP, 13,000 Credits, Trigger Happy, Dyads Series
OBJECTIVES
Talk to Tutura in the Ma-non ship.
Use Diagonal Twins to defeat seven quick evellos in Primordia during the day.
Talk to Tutura in the Ma-non ship.
Use Hyde Dyads to defeat two welkin auravises in Primordia OR to defeat 10 iron femina suids in Primordia.
Talk to Tutura in the Administrative District.

Which enemies you need to defeat depends upon your choice of choosing to kill several small enemies or a few large ones when Tutura asks.

Booming Business

QUEST GIVER	QUEST LOCATION
L	Administrative District

SUMMARY
Make Regina’s wish a reality in order to secure a spot for L’s shop.
REWARDS
180 EXP, 10,000 Credits, Dark Suit
OBJECTIVES
Explore 30 percent of Oblivia.
Talk to Regina at Armory Alley in the Administrative District.
Gather five pieces of slimy epithelium from sludge caucuses or others in Noctilum.
Gather five pieces of strong iron in Oblivia.
Gather three zedis twigs in Oblivia.
Head to L’s shop in the Administrative District.
Open an augment slot on a piece of your equipment.

Dodonga Caravan

QUEST GIVER	QUEST LOCATION
Vandham	Administrative District

SUMMARY
Get the Dodonga Caravan elder to sign the Nopon Friendship Treaty.
REWARDS
Dodonga Treaty
OBJECTIVES
Head to Noctilum’s Dodonga Caravan.
Search for Koko near Noctilum’s Cascade Isle.
Defeat an agile caecus near Noctilum’s Cascade Isle.
Talk to Koko near Noctilum’s Cascade Isle.

Dorian Caravan

QUEST GIVER	QUEST LOCATION
Vandham	Administrative District

SUMMARY
Get the Dorian Caravan leader to sign the Nopon Friendship Treaty.
REWARDS
Dorian Treaty
OBJECTIVES
Head to Oblivia's Dorian Caravan.
Pay Mujiji 30,000 credits.

A Tip of the Cap

QUEST GIVER	QUEST LOCATION
Nosusu	Noctilum

SUMMARY
Nosusu's newly opened business is about to go under. Help her protect her traditional Nopon art form.
REWARDS
170 EXP, 9,000 Credits, Soft Cat Ears
OBJECTIVES
Gather six noctilucent dragonflies in Noctilum.
Find a piece of harnenga cotton in Noctilum.
Gather two lava mangos in Noctilum.
Talk to Nosusu at Noctilum's Whale's Nostril.
Get two vibrant plumes from the saltats in Noctilum.
Get two fluffy tufts from the mortifoles in Noctilum.
Talk to Nosusu at Noctilum's Whale's Nostril.

Adventure!

QUEST GIVER	QUEST LOCATION
Mia	Noctilum

SUMMARY
Help Mia on her adventure.
REWARDS
210 EXP
OBJECTIVES
Search for Mia's comm device in Noctilum's Decapotamon.
Hand over Mia's comm device at Noctilum's Skybound Coil Tree.
Head to Noctilum's Canopied Nightwood and assist Mia.

Defeat the wood tectinsula in Noctilum's Canopied Nightwood.
Talk to Mia in Noctilum's Canopied Nightwood.

The Celeste Three

QUEST GIVER	QUEST LOCATION
Fosdyke	Residential District

SUMMARY
Fosdyke, one of the Celeste Three survivors, has asked you to meet him at the diner at night.
REWARDS
210 EXP, Fosdyke's Key, Moorehouse's Key, Candela Series, Human-Made Skell
OBJECTIVES
Talk to Fosdyke in the Industrial District at night.
Talk to Moorehouse in the Commercial District.
Defeat five sea forfexes in Primordia.
Talk to Moorehouse in the Commercial District.
Head to Primordia's Molten Hollow.
Defeat Briggs in Primordia's Molten Hollow.
Examine the safe in Primordia's Molten Hollow.
Defeat Fosdyke in Primordia's Molten Hollow.
Defeat Moorehouse in Primordia's Molten Hollow.

Water Woes

QUEST GIVER	QUEST LOCATION
Ajoa	Residential District

SUMMARY
Ever since the Ma-non arrived, water has been in short supply. Help construct a new water-purification plant at the nearby lake.
REWARDS
210 EXP, 12,000 Credits, Meredith Medium (Female), Pilum Series
OBJECTIVES
Defeat five stagnant grexes on the path to Primordia's Grieving Plains.
Talk to Keith at Primordia's Biahno Lake.
Use FrontierNav to locate five dawnstones.
Gather five ultra filters in Oblivia.
Talk to Keith at the Biahno water-purification plant.
Talk to Ajoa at the water-purification plant in the Residential District.

You can choose to defeat enemies instead of collecting items when talking to Keith, resulting in the objective “Defeat five stagnant terebras at Primordia’s Biahno Lake.” instead of the two collection objectives.

Missing in Action

QUEST GIVER	QUEST LOCATION
Jitsu	Noctilum

SUMMARY
Everyone is currently looking for the missing Satsu.
REWARDS
200 EXP, 12,000 Credits, Great Fisher Koko, Wild Bunny Whiskers
OBJECTIVES
Search for Satsu in Noctilum’s Humdrum Peaks.
Talk to Jitsu at Noctilum’s Whale’s Nostril.
Search for Yoyotsu at Noctilum’s Seabound Coil Tree.
Search for Gotsu at Noctilum’s Sunlit Spring.
Search for Mumutsu at Noctilum’s Decapotamon.
Talk to Jitsu at Noctilum’s Whale’s Nostril.

The Handy Ma-non

QUEST GIVER	QUEST LOCATION
Sostenasa	Administrative District

SUMMARY
You agree to assist the stubborn Ma-non mechanic Sostenasa with his work.
REWARDS
200 EXP, 11,000 Credits, Crank Series
OBJECTIVES
Gather five pieces of stripped plating from pugiliths in Oblivia.
Gather three quality fuses from pugiliths in Oblivia.
Talk to Sostenasa in the Administrative District hangar.
Gather one unit of honey oil from a copper cinicula or others in Primordia.
Gather windshield glass from Primordia’s east gate plain.
Talk to Sostenasa in the Administrative District hangar.

Mystery Man

QUEST GIVER	QUEST LOCATION
Professor B	Industrial District

SUMMARY
Obtain the materials requested by Professor B so that he can finish building his mysterious machine.
REWARDS
230 EXP, 14,000 Credits, Miramobile
OBJECTIVES
Obtain tykki sap at Noctilum's Waterway Tangle.
Defeat Gadd at Noctilum's Waterway Tangle.
Defeat three BLADE snipers at Noctilum's Waterway Tangle.
Obtain tykki sap at Noctilum's Waterway Tangle.
Talk to Professor B at his research lab in the Industrial District.
Talk to Graham on Central Melville Street in the Commercial District.
Talk to Professor B at his research lab in the Industrial District.
Talk to Professor B at his research lab in the Industrial District.
Gather topaz wine from a clay lectinsula or others in Oblivia.
Talk to Professor B at his research lab in the Industrial District.

The Trading Floor

QUEST GIVER	QUEST LOCATION
Mumun	Oblivia

SUMMARY
Escort Mumun as he delivers his goods to the Prone fortress.
REWARDS
150 EXP, 30,000 Credits, Nopon Tower vs. Prone, Fearsome Devil Horns
OBJECTIVES
Head to the entrance of Oblivia's Sea Whisper Valley.
Head into Oblivia's Sea Whisper Valley.
Gather 14 kiweggs in Oblivia.
Talk to a Prone Keeper in Oblivia's Sea Whisper Valley.

You can choose to fight the Prone rather than collecting the kiweggs, resulting in the objectives "Defeat the Prone Keeper in Oblivia's Sea Whisper Valley." and "Defeat the Prone Fighters in Oblivia's Sea Whisper Valley."

Prone Sweet Prone

QUEST GIVER	QUEST LOCATION
Stella	Administrative District

SUMMARY
Head to Oblivia's Prone colony and rescue the captive xenoforms.
REWARDS
240 EXP, 15,000 Credits, Gladiis Series
OBJECTIVES
Head to Oblivia's Scabland Fortress.
Search for the imprisoned xenoforms inside Oblivia's Scabland Fortress.
Obtain the internment camp key from inside Oblivia's Scabland Fortress.
Use the key to enter the internment camp inside Scabland Fortress.
Talk to Stella at BLADE Tower.

Planetary Pioneer (Part II)

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Continue the exploration of Noctilum using FrontierNav.
REWARDS
200 EXP, 11,000 Credits, Mining Probe G5, Limited Halfrim Glasses
OBJECTIVES
Complete "Noctilum Trailblazing 1."
Complete "Noctilum Trailblazing 2."
Complete "Noctilum Trailblazing 3."
Talk to Kirsty beside BLADE Tower.

Noctilum Trailblazing 1

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Gather the resources required for repairing BLADE equipment.
REWARDS
30 EXP
OBJECTIVES
Use FrontierNav to locate five pieces of aurorite.

Noctilum Trailblazing 2

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Gather the collectibles required for repairing BLADE equipment.
REWARDS
30 EXP
OBJECTIVES
Gather eight HI9 ion thrusters in Noctilum.

Noctilum Trailblazing 3

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Acquire the secret data unit FN094 for Kirsty.
REWARDS
30 EXP
OBJECTIVES
Obtain data unit FN094 near Noctilum’s Elephant’s Trunk.

Rescue at the Ensconced Citadel

QUEST GIVER	QUEST LOCATION
Julius	Administrative District

SUMMARY
A strange SOS signal has been received from Noctilum that may be coming from a new alien race. Go there and investigate.
REWARDS
240 EXP, 15,000 Credits, Ruina II Series
OBJECTIVES
Find the source of the SOS signal near Noctilum's Suncatch Ravine.
Defeat two Marnuck quartermasters at Noctilum's Suncatch Ravine.
Defeat four Marnuck troopers at Noctilum's Suncatch Ravine.
Talk to Julius in the Administrative District.

The Skell License

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
Pass exams from each division to earn your Skell license.
REWARDS
240 EXP, 100,000 Credits, Skell License
OBJECTIVES
Pass each of the eight divisions' exams and obtain the eight Skell license certificates.
Talk to Walter in the hangar in the Administrative District.
Head to the hangar in the Administrative District and pilot a Skell.

Proficiency Exam 1

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Pathfinders.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Install a data probe at FrontierNav Site 117 in Primordia.

Proficiency Exam 2

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Interceptors.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Defeat 12 blitz blattas in Noctilum.

Proficiency Exam 3

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Harriers.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Defeat Shatskikh, the Flash in Primordia's Northpointe Cove (appearances rare).

Proficiency Exam 4

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Reclaimers.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Obtain the solar starship map in Noctilum's Humdrum Peaks.

Proficiency Exam 5

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Curators.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Gather eight rock armadillos in Noctilum.
Gather three beagflea squashes in Oblivia.
Gather six multi-speckled ladybugs in Primordia.

Proficiency Exam 6

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Prospectors.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Use FrontierNav to earn over 15,000 credits in a single return.

Proficiency Exam 7

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Outfitters.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Get the examination weapon from Tauler on Division Drive in the Administrative District.
Defeat three giant grexes in Primordia with a trial knife.
Defeat three giant grexes in Primordia with a trial assault rifle.
Defeat three giant grexes in Primordia with a trial sword.

Only one of the grex-defeating objectives is required to gain the certificate. Complete the objective that lines up with the weapon that you decide to equip once receiving it fromTauler.

Proficiency Exam 8

QUEST GIVER	QUEST LOCATION
Vandham	BLADE barracks

SUMMARY
The proficiency exam from the Mediators.
REWARDS
20 EXP, Skell License Certificate
OBJECTIVES
Complete “The Handy Ma-non.”
Complete “The Pip-Squeak.”
Complete “That’s In-Credible!”

Close Encounters

QUEST GIVER	QUEST LOCATION
Sarona	Administrative District

SUMMARY
You agreed to join the Prospector Sarona in her survey of Primordia’s north mountain.
REWARDS
250 EXP, 15,000 Credits, Twins Series, Upgraded Diving Bodywear, Upgraded Diving Band R, Upgraded Diving Band L
OBJECTIVES
Talk to Sarona on the second terrane of Primordia’s Talon Rock.
Use FrontierNav to gather three lionbone borts.
Use FrontierNav to gather two pieces of foucaultium.
Talk to Sarona on the second terrane of Primordia’s Talon Rock.
Talk to Sarona on the third terrane of Primordia’s Talon Rock.
Defeat the slab cinicula in Primordia’s Arendt Bridge.
Talk to Sarona on the third terrane of Primordia’s Talon Rock.
Head to Castaway Cavern in Primordia.
Defeat the abyssal blatta in Primordia’s Castaway Cavern and save Inisae.
Talk to Inisae in Castaway Cavern in Primordia.

The Pip-Squeak

QUEST GIVER	QUEST LOCATION
Matthew	Industrial District

SUMMARY
Gather the materials required to repair the Skell. Following Aganeba's advice may help things proceed more efficiently.
REWARDS
190 EXP, 10,000 Credits, Ma-non Capsule Pod, Limited Tank Top (Pink Camo)
OBJECTIVES
Gather a noka mirrorstone in Noctilum.
Talk to Aganeba on the starboard side of the Ma-non ship.
Talk to Matthew at the Outfitters test hangar in the Industrial District.
Talk to Aganeba on the starboard side of the Ma-non ship.
Get a hamburger from the restaurant on West Melville Street in the CD during the day.
Get a hot dog from the café on Central Melville Street in the Commercial District.
Get a frozen pizza from Army Pizza on West Melville Street in the Commercial District.
Talk to Aganeba on the starboard side of the Ma-non ship.

Rise of the Blood Lobster

QUEST GIVER	QUEST LOCATION
The Blood Lobster	Industrial District

SUMMARY
The Blood Lobster has planted explosives around New LA. Retrieve the cuddly toys that hide bombs.
REWARDS
530 EXP, 54,000 Credits, The Blood Lobster, Upgraded Diving Bodywear II, Upgraded Diving Band R II, Upgraded Diving Band L II
OBJECTIVES
Safely recover the stuffed lobsters from around New LA.
Recover the final stuffed lobster from the New LA citizen.
Head to Cauldros's Ganglion Antropolis.
Defeat a Blood Despair in Cauldros's Ganglion Antropolis.

The Fashionista

QUEST GIVER	QUEST LOCATION
Victoria	Commercial District

SUMMARY
Help Victoria and Panyar design undergarments for Ma-non clients.
REWARDS
220 EXP, 12,000 Credits, C&C Medium (Female), Upgraded Swimsuit Top, Upgraded Swimmer’s Band R, Upgraded Swimmer’s Band L
OBJECTIVES
Go to North Founders Street in the Commercial District and ask Veverta for her measurements.
Go to Armory Alley in the Administrative District and ask Aalis for her measurements.
Go to the starboard side of the Ma-non ship and ask Vyponne for her measurements.
Gather five pieces of supple leather from lepyxes in Primordia.
Talk to Victoria on Central Melville Street in the Commercial District.
Gather five mondcherries in Primordia.
Gather three sona herbs in Primordia.
Give the perfume ingredients to Panyar on Central Melville Street in the Commercial District.

Planetary Pioneer (Part III)

QUEST GIVER	QUEST LOCATION
Kirsty	Commercial District

SUMMARY
On behalf of New LA’s new xenoform immigrants, use FrontierNav to further the exploration of Oblivia.
REWARDS
240 EXP, 14,000 Credits, Booster Probe G2, Limited Browline Glasses
OBJECTIVES
Complete “Oblivia Trailblazing 1.”
Complete “Oblivia Trailblazing 2.”
Complete “Oblivia Trailblazing 3.”
Talk to Kirsty on Central Melville Street in the Commercial District.

Oblivia Trailblazing 1

QUEST GIVER	QUEST LOCATION
Kirsty	Commercial District

SUMMARY
Gather a large amount of miranium and bring it to Kirsty in order to aid xenoform resettlement.
REWARDS
40 EXP
OBJECTIVES
Give 2,500 units of miranium to Kirsty on Central Melville Street.

Oblivia Trailblazing 2

QUEST GIVER	QUEST LOCATION
Kirsty	Commercial District

SUMMARY
Gather the required collectibles in Oblivia.
REWARDS
40 EXP
OBJECTIVES
Gather seven moleworms in Oblivia.

Oblivia Trailblazing 3

QUEST GIVER	QUEST LOCATION
Kirsty	Commercial District

SUMMARY
Acquire the secret data unit FN095 for Kirsty.
REWARDS
40 EXP
OBJECTIVES
Obtain the data unit FN095 in Oblivia's FrontierNav Site 313.

The Membership

QUEST GIVER	QUEST LOCATION
May May	Ma-non ship

SUMMARY
Acquire some arc sand ore in order to become a special member of the financial group Shimmer & Savvy.
REWARDS
240 EXP
OBJECTIVES
Use FrontierNav to locate five pieces of arc sand ore.
Talk to May May in the starboard side of the Ma-non ship.

No Ma-non Need Apply

QUEST GIVER	QUEST LOCATION
Wersal	Commercial District

SUMMARY
Ask the provisional government for a solution to the recent tensions that have flared up between the Ma-non and human citizens of new LA.
REWARDS
200 EXP, 11,000 Credits, C&C Light (Male), C&C Light (Female)
OBJECTIVES
Talk to Percilla in the maintenance center.
Talk to Alesa on Central Melville Street in the Commercial District.
Ask around the Maintenance Center about the Ma-non who fixed the broken mimeosomes.
Ask around the sports complex in the Residential District about the Ma-non helping out technicians.
Ask around the diner in the Industrial District about the Ma-non working at Candid & Credible.
Talk to Alesa on Central Melville Street in the Commercial District.

Mission A

QUEST GIVER	QUEST LOCATION
Yelv	Commercial District

SUMMARY
A scavenging mission taken on by Yelv from BLADE HQ.
REWARDS
None
OBJECTIVES
Gather three rizattices in Primordia.

Mission B

QUEST GIVER	QUEST LOCATION
Yelv	Commercial District

SUMMARY
A bounty mission taken on by Yelv from BLADE HQ.
REWARDS
None
OBJECTIVES
Defeat two young ciniculas in Primordia.

Mission C

QUEST GIVER	QUEST LOCATION
Yelv	Commercial District

SUMMARY
A bounty mission taken on by Yelv from BLADE HQ.
REWARDS
None
OBJECTIVES
Defeat five metal blattas in Primordia.

The Miracle Maker

QUEST GIVER	QUEST LOCATION
Staccata	Residential District

SUMMARY
Acquire the miracle water and expose Fraisie's plot
REWARDS
250 EXP, 15,000 Credits, Strobe Series, Saboteurs Series
OBJECTIVES
Gather two assassin springtails in Primordia.
Talk to Staccata at the Residential District cathedral.
Head to Primordia's Biahno water-purification plant.
Corner Malyteth in Primordia's Biahno water-purification plant.
Take Malyteth's bottle from Primordia's Biahno water-purification plant.
Head to the Residential District cathedral.

Lakeside Getaway

QUEST GIVER	QUEST LOCATION
Rosie	Primordia

SUMMARY
Check in on the research team at the Biahno water-purification plant.
REWARDS
230 EXP, 13,000 Credits, Grenada Swimwear (Male), Grenada Swimwear (Female), Upgraded Snorkel, Upgraded Swimsuit Bottoms
OBJECTIVES
Head to the Biahno water-purification plant in Primordia.
Investigate the door at the Biahno water-purification plant in Primordia.
Defeat the raging cantor at the Biahno water-purification plant in Primordia.
Enter the Biahno water-purification plant in Primordia.
Go to the reservoir of the Biahno water-purification plant in Primordia.
Defeat three raging cantors at the Biahno water-purification plant in Primordia.
Go to the front entrance of the Biahno water-purification plant in Primordia.
Defeat the raging cantor at the Biahno water-purification plant in Primordia.
Talk to Ajoa at the Biahno water-purification plant in Primordia.
Investigate the terminal at the Biahno water-purification plant in Primordia.
Talk to Ajoa at the Biahno water-purification plant in Primordia.
Talk to Rosie at the Residential District’s water-purification plant.

Frontier Spirit

QUEST GIVER	QUEST LOCATION
Corwin	Administrative District

SUMMARY
Reach the Ensanguined Font before Bates and prove yourself.
REWARDS
240 EXP, 14,000 Credits, Sclopetum Series, Grando Series
OBJECTIVES
Head to Noctilum’s Ensanguined Font.
Talk to Corwin at the BLADE barracks.
Talk to Bates at Noctilum’s Everwhelm Falls.
Defeat five cross Qmoevas to the east of Noctilum’s Everwhelm Falls.
Talk to Bates at Noctilum’s Everwhelm Falls.
Talk to Corwin at the BLADE barracks in the Administrative District.

Mighty Mia

QUEST GIVER	QUEST LOCATION
Mia	Oblivia

SUMMARY
While out in Oblivia you bumped into Mia, who asked you to stay and take in the spectacular view with her.
REWARDS
250 EXP
OBJECTIVES
Talk to Mia atop Oblivia's Learning Ring.
Head to Oblivia's Keegan Ridge and assist Mia.
Defeat a falconine jacul at Oblivia's Keegan Ridge.
Talk to Mia at Oblivia's Keegan Ridge.

Predator and Prey

QUEST GIVER	QUEST LOCATION
Dirk	Sylvalum

SUMMARY
You joined Team Jaeger on an indigen hunt.
REWARDS
260 EXP, 16,000 Credits, Sicarius Series, Pilum II Series
OBJECTIVES
Defeat five intra monoceroses at Sylvalum's West Ciel Sandsea.
Return to Sylvalum's West Ciel Sandsea.
Head to Sylvalum's South Cinderdunes.
Defeat three brutal Prone in Sylvalum's South Cinderdunes.
Acquire noble silk from noble arachnids in Sylvalum's South Cinderdunes.
Talk to Dirk in Sylvalum's West Ciel Sandsea.
Search Sylvalum's Secluded Lava Lake for the Team Jaeger captives.
Defeat the Definian pawn at Sylvalum's Secluded Lava Lake.
Defeat two brutal Prone at Sylvalum's Secluded Lava Lake.
Talk to Phina at Sylvalum's Secluded Lava Lake.
Talk to Dirk in Sylvalum's West Ciel Sandsea.

If you choose a different option early on, you will be tasked with the objective "Acquire an ice-cream cake from the oc-serv seivo in Sylvalum's Badr Basin." instead of collecting noble silk.

Tree-mendous

QUEST GIVER	QUEST LOCATION
Sevvy Belgazus	Ma-non ship

SUMMARY
Three members of the Tree Clan have been kidnapped by the Cavern Clan. Head to Oblivia and rescue them.
REWARDS
240 EXP, 14,000 Credits, Visions of War
OBJECTIVES
Head to the Cavern Clan's stronghold and release the captured Tree Clan members.
Talk to Sevvy Belgazus in the starboard side of the Ma-non ship.

Kidnapped: Uzoma Vassago

QUEST GIVER	QUEST LOCATION
Sevvy Belgazus	Ma-non ship

SUMMARY
The chieftain's son, Uzoma Vassago, has gone missing. Locate and rescue him.
REWARDS
None
OBJECTIVES
Search for Uzoma Vassago in Mesa Fortress.
Approach and rescue Uzoma Vassago.
Defeat Vanguard Glennar in Oblivia's Mesa Fortress.
Talk to Uzoma Vassago in Oblivia's Mesa Fortress.

If the other two "Kidnapped:" missions are completed before attempting this one, the player can learn that simius do not like Kepha Holly. If the player learns this fact and has at least one unit of Kepha Holly (which is a collectible in the Oblivia) in their inventory, they have the option to throw it at the simius, resulting in two new objectives, and saving Uzoma's life. The new objectives are "Defeat Vanguard Glennar in Oblivia's Mesa Fortress." and "Defeat a gladiator simius in Oblivia's Mesa Fortress."

Kidnapped: Oll Valdileo

QUEST GIVER	QUEST LOCATION
Sevvy Belgazus	Ma-non ship

SUMMARY
Oll Valdileo has been kidnapped by the Cavern Clan. Rescue him.
REWARDS
None
OBJECTIVES
Look for Oll Valdileo in Oblivia’s Milligan Supply Base.
Defeat Ajiba Falgo at Oblivia’s Milligan Supply Base and acquire a key.
Use Ajiba’s key to open the door to the cell in Oblivia’s Milligan Supply Base.

Kidnapped: Rada Valdileo

QUEST GIVER	QUEST LOCATION
Sevvy Belgazus	Ma-non ship

SUMMARY
Rada Valdileo has been kidnapped by the Cavern Clan. Rescue him.
REWARDS
None
OBJECTIVES
Look for Rada Valdileo at Oblivia’s Milligan Supply Base.
Defeat Mujiba Falgo at Oblivia’s Milligan Supply Base and obtain a key.
Use Mujiba’s key to open the door to the cell in Oblivia’s Milligan Supply Base.

A Grim Undertaking

QUEST GIVER	QUEST LOCATION
Hala Gorida	Ma-non ship

SUMMARY
Find the corpse of Thea’s fiancé, Quegga, in Oblivia and perform Prone funeral rites.
REWARDS
250 EXP, 15,000 Credits, Just Married
OBJECTIVES
Investigate Quegga’s corpse in Oblivia’s Barbarich Desert.
Get three lumps of bone-in thigh meat from evellos or others in Oblivia.
Investigate Quegga’s corpse in Oblivia’s Barbarich Desert.
Ask Hala Gorida on the Ma-non ship about Quegga’s gift.

Quegga’s Gift

QUEST GIVER	QUEST LOCATION
Hala Gorida	Ma-non ship

SUMMARY
Head to the cave mentioned in Quegga’s note and look for his hidden gift.
REWARDS
100 EXP
OBJECTIVES
Following Quegga’s note, search for Quegga’s gift in Oblivia’s Scabland Fortress.

Attack on Biahno Hills

QUEST GIVER	QUEST LOCATION
Lara Nara	Administrative District

SUMMARY
You have been tasked with escorting a weapons-research study group.
REWARDS
270 EXP, 16,000 Credits, The Superior Form
OBJECTIVES
Talk to Yusof at Primordia’s Biahno Hills.
Talk to Lara Nara at BLADE Tower in the Administrative District.
Head to the Commercial District and search for the Definian.
Head to the scene of the crime in the central Industrial District.
Head to the small island to the west of New LA.
Defeat DE913: Dieara in Primordia.

Sun’celeg Rises

QUEST GIVER	QUEST LOCATION
Sun’barac	Ma-non ship

SUMMARY
An Orphean who just recently moved to New LA requested your help finding out what happened to Sun’celeg.
REWARDS
270 EXP, 16,000 Credits, Orphean Light (Male)
OBJECTIVES
Gather info about Sun’celeg from around BLADE Tower.
Gather info about Sun’celeg from around the east gate in the Administrative District.

Talk to Sun'barac on the deck of the Ma-non ship.
Search for Sun'celeg on Oblivia's Stoyanov Trail.
Defeat JS178: Jushe at Oblivia's Stoyanov Trail.

Training Day

QUEST GIVER	QUEST LOCATION
Zarch Quokett	Ma-non ship

SUMMARY
A Prone named Zarch has requested that you test your strength against his beast, Odsent.
REWARDS
270 EXP, 16,000 Credits, Piggyback Ride
OBJECTIVES
Undergo battle training with Odsent on Primordia's East Janpath Plain.
Talk to Zarch Quokett in the starboard side of the Ma-non ship.
Gather five units of white iron sand in Primordia.
Gather three noranlilies in Primordia.
Talk to Zarch Quokett in the starboard side of the Ma-non ship.
Search for the fleeing Odsent in Primordia's Rock Cavern.
Defeat the fleeing Odsent in Primordia's Rock Cavern.
Talk to Zarch Quokett in the starboard side of the Ma-non ship.

If you criticize Zarch's intent for revenge, then one of the mission objectives becomes "Criticize Zarch's intent for revenge.", and the objective "Defeat Odsent in Primordia's Rock Cavern." If you criticize Zarch, Odsent is killed. Odsent is retrained and survives otherwise.

Alien Nation

QUEST GIVER	QUEST LOCATION
Alex	Commercial District

SUMMARY
Alex has asked for your assistance in bringing Ma-non to his seminar.
REWARDS
270 EXP, Haven Series, Dual Guns II Series
OBJECTIVES
Talk to Arwae in the Administrative District's hangar.
Talk to Zeedoy in the central Industrial District.
Talk to Wikaye in the starboard portion of the Ma-non ship.
Talk to Alex on West Melville Street in the Commercial District.

Meet Alex atop Primordia's Headwater Summit.
Defeat Lineage atop Primordia's Headwater Summit.
Defeat the three BLADEs atop Primordia's Headwater Summit.

If the player allows Alex to murder all three Ma-non without interfering, they can let him go, resulting in the omission of the last two objectives.

Emotion Commotion

QUEST GIVER	QUEST LOCATION
Chiopitus	Commercial District

SUMMARY
You agreed to aid Chiopitus in researching human emotions.
REWARDS
280 EXP, 17,000 Credits, Hot Dogs = Happy
OBJECTIVES
Talk to Christopher at Barista Court in the Commercial District.
Defeat the rowdy potamus on Primordia's Sickle Rock Rise.
Talk to Christopher at Barista Court in the Commercial District.
Talk to Chiopitus on West Melville Street in the Commercial District.
Find Bobby's watch in Oblivia's Devil's Colony.
Talk to Pauline on West Melville Street in the Commercial District.
Talk to Chiopitus at Barista Court in the Commercial District.
Gather two red thallus antennae from fade thalluses or others in Oblivia.
Gather two elemental clusters from oc-servs in Sylvalum.
Go to Barista Court in the Commercial District and give Dana the red thallus antennae.
Go to Barista Court in the Commercial District and give the elemental clusters to Dana.

If you select the elemental clusters for Dana to give to Christopher, they start dating. If you select the thallus antennae, they do not. This doesn't affect the mission objectives, but does affect their dialogue later.

Professor B's Return

QUEST GIVER	QUEST LOCATION
Veven	Industrial District

SUMMARY
You received a distress call from Professor B, who was supposed to have returned to the future. Help him however you can.
REWARDS
280 EXP, 17,000 Credits, Factory 1.21
OBJECTIVES
Go to Oblivia's Great Washington Isle and rescue Professor B.
Protect Professor B for three minutes on Oblivia's Great Washington Isle.
Talk to Professor B on Oblivia's Great Washington Isle.
Gather five clumps of blast chard in Oblivia.
Talk to Professor B on Oblivia's Great Washington Isle.
Talk to Professor B at his research lab in the Industrial District.
Find a spirit wand in Sylvalum.
Find a shiny lamp in Noctilum.
Find a nopolith in Oblivia.
Talk to Professor B at his research lab in the Industrial District.

The Journey Begins

QUEST GIVER	QUEST LOCATION
Kun'luarb	Residential District

SUMMARY
Instructed by the voice of the Ovah, Kun'luarb has decided to embark on a trek deep into Noctilum. Help him prepare for his adventure.
REWARDS
340 EXP, 23,000 Credits, Jyth Series, Orphean Medium (Male)
OBJECTIVES
Gather three pieces of Logunie's driftwood in Primordia.
Gather four heads of sadelana lettuce in Primordia.
Talk to Kun'luarb at Ishmael Hills in the Residential District.

Circle of Life

QUEST GIVER	QUEST LOCATION
Kon'luarb	Residential District

SUMMARY
Kun'luarb still hasn't returned, and the Orphe aren't fighters. Go to Noctilum and rescue him!
REWARDS
350 EXP, 24,000 Credits, Noble Sacrifice, Orphean Heavy (Male)
OBJECTIVES
Look for Kun'luarb in Noctilum's Lotus Keep Building Site.
Acquire senirapa water from somewhere in Mira.
Report to Kon'luarb at Deliverance Park in the Residential District.

The second objective of this mission appears if the player convinces Kun'luarb to use the senirapa water on himself to divide. The water, meanwhile, is found below a waterfall in Cauldros's Bestial Utopia.

Going Viral

QUEST GIVER	QUEST LOCATION
Julius	Administrative District

SUMMARY
A number of mutations have emerged in the biology of the indigens that prowl the depths of Cauldros. Assist Julius in his investigation into the matter.
REWARDS
250 EXP, 14,000 Credits, Ziyse Series
OBJECTIVES
Defeat a bio visigel in Cauldros's M'gando Gorge.
Talk with Julius on the north side of West Melville Street in the Commercial District.
Defeat two bio visigels in Cauldros's M'gando Gorge.
Talk with Julius on the north side of West Melville Street in the Commercial District.
Defeat four bio visigels in Cauldros's M'gando Gorge.
Talk with Julius on the north side of West Melville Street in the Commercial District.
Defeat six bio visigels in Cauldros's M'gando Gorge.
Talk with Julius on the north side of West Melville Street in the Commercial District.

Good Neighbors

QUEST GIVER	QUEST LOCATION
Tan'celeg	Industrial District

SUMMARY
Help engineer autosentries to protect the Biahno water-purification plant and New LA's supply of senirapa water.
REWARDS
270 EXP, 16,000 Credits, Zorcyses Series, Autosentry
OBJECTIVES
Use FrontierNav to locate four ouroboros crystals.
Gather five eradicator eyepieces from Oblivia.
Talk to Tan'celeg at the Outfitters test hangar in the Industrial District.
Talk to Tan'celeg at the Outfitters test hangar in the Industrial District.
Defeat the autosentry at the Outfitters test hangar in the Industrial District.

Ovah and Out

QUEST GIVER	QUEST LOCATION
Han'barac	Administrative District

SUMMARY
Use the weapon Han'barac gave you to defeat the rapidly expanding population of mutated indigens.
REWARDS
280 EXP, 17,000 Credits, Watxes Series
OBJECTIVES
Defeat 10 bio visigels in Cauldros with a Savage Ziyse.
Talk to Han'barac in the maintenance center in the Administrative District.

Planetary Pioneer (Part IV)

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
You've been earning a lot of notice. Continue using FrontierNav as you explore Sylvalum.
REWARDS
280 EXP, 15,000 Credits, Storage Probe, Redesigned Round Glasses
OBJECTIVES
Complete "Sylvalum Trailblazing 1."
Complete "Sylvalum Trailblazing 2."
Complete "Sylvalum Trailblazing 3."
Talk to Kirsty on Division Drive in the Administrative District.

Sylvalum Trailblazing 1

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Find the required precious resources at the heart of Sylvalum.
REWARDS
40 EXP
OBJECTIVES
Use FrontierNav to locate 10 pieces of aurorite.
Use FrontierNav to locate 10 pieces of arc sand ore.

Sylvalum Trailblazing 2

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Defeat the indigens rampaging around Sylvalum.
REWARDS
40 EXP
OBJECTIVES
Defeat five nectar scirpos in Sylvalum.

Sylvalum Trailblazing 3

QUEST GIVER	QUEST LOCATION
Kirsty	Administrative District

SUMMARY
Acquire the secret data unit FN096 for Kirsty.
REWARDS
40 EXP
OBJECTIVES
Obtain the data unit FN096 in Sylvalum's FrontierNav site 408.

Setting Forth

QUEST GIVER	QUEST LOCATION
Muimui	Administrative District

SUMMARY
Help Muimui as he prepares to embark on a quest to locate the Sword of Legendaryness.

REWARDS
300 EXP, 10 Credits, Bangbangs Series

OBJECTIVES
Get five pieces of taut leather from the terebras in Primordia.
Get two pieces of white mirrorglass from lawless grexes or others in Primordia.
Gather three sonar lemons in Primordia.
Talk to Muimui near the maintenance center in the Administrative District.
Find the terebra in possession of the smelly legen-dar at Primordia’s Biahno Lake and retrieve the item.
Fund a new legen-dar by giving Moimoi 30,000 credits near the maintenance center in the AD.
Talk to Moimoi near the maintenance center in the Administrative District.
Talk to Muimui near the maintenance center in the Administrative District.

You can talk to either Moimoi or Muimui to complete the mission.

Rites of Ruin

QUEST GIVER	QUEST LOCATION
Jalimbo	Residential District

SUMMARY
Make for Cauldros to save Staccata and stop Fraisie.

REWARDS
310 EXP, 22,000 Credits, C&C Medium (Male), Bolide Series

OBJECTIVES
Go to Cauldros’s Bandits’ Refuge and rescue Staccata.
Descend to the depths of Cauldros’s Bandits’ Refuge.
Defeat the clotho puge in Cauldros’s Bandits’ Refuge.
Defeat the lachesis puge in Cauldros’s Bandits’ Refuge.
Defeat the atropos puge in Cauldros’s Bandits’ Refuge
Defeat TW772: Trinn in Cauldros’s Bandits’ Refuge.
Head to the entrance of Cauldros’s Bandits’ Refuge.
Defeat the Twin Qmoeva in Cauldros’s Bandits’ Refuge.
Talk to Staccata in Cauldros’s Bandits’ Refuge.
Talk to Jalimbo at the cathedral in the Residential District.

Shotgun Diplomacy

QUEST GIVER	QUEST LOCATION
Eliza	Residential District

SUMMARY
Eliza has asked you to talk to Alex and bring him to his senses, if possible.
REWARDS
300 EXP, 24,000 Credits, Haven II Series, Radius Series
OBJECTIVES
Head to Oblivia's Balance Rock area and meet with Alex.
Defeat Lineage in Oblivia's Balance Rock area.
Defeat the BLADE trooper in Oblivia's Balance Rock area.
Defeat the BLADE sniper in Oblivia's Balance Rock area.
Talk to Eliza at the cathedral in the Residential District.

Data Probe Challenge

QUEST GIVER	QUEST LOCATION
Hugo	Industrial District

SUMMARY
You decide to help Hugo. Give him the miranium required to build battle probes.
REWARDS
200 EXP, 12,000 Credits, Fuel Recovery Probe
OBJECTIVES
Hand 10,000 units of miranium to Hugo at the Outfitters test hangar in the Industrial District.

The Root of All Evil

QUEST GIVER	QUEST LOCATION
Tobias	Administrative District

SUMMARY
Tobias seems to be spoiling for a fight. In order to shut him up, use FrontierNav to boost your earnings.
REWARDS
270 EXP, 16,000 Credits, Duplicator Probe, Meredith Heavy (Male)
OBJECTIVES
Use FrontierNav to earn 70,000 credits in a single return.
Talk to Tobias at the BLADE barracks in the Administrative District.

Lone Survivors

QUEST GIVER	QUEST LOCATION
Robert	Industrial District

SUMMARY
A special team that has recently added Orpheans to its ranks has suddenly dropped out of contact. Help them!
REWARDS
300 EXP, 20,000 Credits, Iyst II Series
OBJECTIVES
Search for Kan'tonam in Noctilum by following the smoke.
Defeat an array insidia at Noctilum's Coil Tree Cape.
Talk to Kan'tonam at Noctilum's Seabound Coil Tree.
Talk to Robert in the central Industrial District.

Muimui's Meltdown

QUEST GIVER	QUEST LOCATION
Muimui	Industrial District

SUMMARY
An SOS from Muimui indicated that he was under attack by a pack of indigens. Go save him!
REWARDS
320 EXP, 20 Credits, Nopon Despair
OBJECTIVES
Head to Primordia's North Janpath Plain.
Defeat the three hungry auravises on Primordia's North Janpath Plain.
Defeat the strong auravis on Primordia's North Janpath Plain.
Talk to Moimoi at the West Gate in the Industrial District.

Dead Men Tell No Tales

QUEST GIVER	QUEST LOCATION
Stella	Administrative District

SUMMARY
You received a top-secret mission from the director general. Head to Noctilum's Dead Man's Gulch and investigate the Ganglion gathering.
REWARDS
290 EXP, 18,000 Credits, Painful Existence
OBJECTIVES
Head to Noctilum's Dead Man's Gulch and investigate the Ganglion activity.
Defeat a Marnuck commander in Noctilum's Dead Man's Gulch.
Defeat three compulsive tainted in Noctilum's Dead Man's Gulch.
Talk to the mysterious xenoforms in Noctilum's Dead Man's Gulch.
Talk to Stella at BLADE Tower in the Administrative District.

Cavern Crushers

QUEST GIVER	QUEST LOCATION
Stella	Administrative District

SUMMARY
There have been eyewitness reports of the Cavern Clan appearing in Primordia. Go there and investigate.
REWARDS
370 EXP, 28,000 Credits, Grando II Series
OBJECTIVES
Head to Primordia's Beasts' Lair and investigate.
Defeat Slovity Pagus in Primordia's Beasts' Lair.
Defeat the armored sphinx in Primordia's Beasts' Lair.
Talk to Stella at BLADE Tower.

Pack It In

QUEST GIVER	QUEST LOCATION
Nococche	Industrial District

SUMMARY
Atheron's backpack seems to be faltering. Lend Nococche a hand in repairing it.
REWARDS
460 EXP, 41,000 Credits, Dyads III Series, Upgraded Snorkel II, Upgraded Swimsuit Bottoms II
OBJECTIVES
Get an all-purpose plug from a guide owl Galdr or others in Noctilum.
Talk to Nococche in the central Industrial District.
Talk to Atheron in the central Industrial District.

Gather two mottled mums in Cauldros.
Use FrontierNav to find five chunks of parhelion platinum.
Talk to Atheron in the central Industrial District.

The Voltant Visionary

QUEST GIVER	QUEST LOCATION
Trachlo Lythren	Industrial District

SUMMARY
Head to Noctilum and rescue Arsenican, who went there to devoltanize.
REWARDS
260 EXP, 15,000 Credits, Zaruboggan with Gorkwa
OBJECTIVES
Head to Noctilum's Vitriol Cesspool and rescue Arsenican.
Defeat the purge purgovent and protect Arsenican.
Talk to Arsenican in Noctilum's Vitriol Cesspool.
Talk to Trachlo Lythren in the central Industrial District.

Herbivores, Unite!

QUEST GIVER	QUEST LOCATION
Naza Tenpanzi	Residential District

SUMMARY
Nurture and grow the Great Tree using the seed that Naza Tenpanzi risked her life to secure.
REWARDS
360 EXP, 24,000 Credits, Prime Tank Top (Green Camo)
OBJECTIVES
Learn more about how to nurture the Great Tree by talking to xenoforms on the Ma-non ship.
Acquire some gnarlbranch sap from Noctilum's Divine Roost.
Talk to Naza Tenpanzi in the Residential District's Deliverance Park.
Gather four zesian fleaworts in Primordia.
Get a longevity bough from the cervuses in Sylvalum.
Talk to Mon'barac in the Residential District's Deliverance Park.

If you talk to Yun'tonam before growing the second tree, he will not eat the Great Tree and you will receive a different mission result.

The Line of Fire

QUEST GIVER	QUEST LOCATION
Alice	Residential District

SUMMARY
Alice has tasked you with protecting Eliza during her speech.
REWARDS
350 EXP, 24,000 Credits, Knife III Series, Pugio Series
OBJECTIVES
Protect Eliza during her speech.
Get the first piece of intel on the sniper from the maintenance center in the Administrative District.
Get the second piece of intel on the sniper from Division Drive in the Administrative District.
Get the third piece of intel on the sniper from Division Drive in the Administrative District.
Head to Sylvalum's Hilal Meadow and look for the sniper.
Defeat Lightning Strike in Sylvalum's Hilal Meadow.
Talk to Alice at the maintenance center in the Administrative District.

It's-a Mia!

QUEST GIVER	QUEST LOCATION
Mia	Sylvalum

SUMMARY
You bumped into Mia in Sylvalum. Help her repair her busted Skell.
REWARDS
310 EXP
OBJECTIVES
Gather two new cylinders from guardian pugiliths or others in Sylvalum.
Gather five lengths of missile wiring in Sylvalum.
Talk to Mia at Sylvalum's Cleansing Spring.
Investigate Mia's Skell at Sylvalum's Needle Rock Sandsea.
Talk to Mia at Sylvalum's Needle Rock Sandsea.
Defeat two buoyant pugiliths at Sylvalum's Needle Rock Sandsea.
Talk to Mia at Sylvalum's Needle Rock Sandsea.

Lesson from the Grave

QUEST GIVER	QUEST LOCATION
Kupee	Sylvalum

SUMMARY
Unravel the Mysteroid’s riddle and find its treasure, which is said to have the power to lay waste to entire worlds.
REWARDS
200 EXP, 12,000 Credits
OBJECTIVES
Investigate the grave at Sylvalum’s East Ciel Sandsea.
Investigate the grave at Sylvalum’s Needle Rock Sandsea.
Investigate the grave at Sylvalum’s North Ciel Sandsea.
Talk to Kupee at Sylvalum’s Cleansing Spring during the day.
Find the Mysteroid’s treasure at the specified coordinates in Sylvalum.
Talk to Kupee at Sylvalum’s Cleansing Spring during the day.

A Dubious Operation

QUEST GIVER	QUEST LOCATION
Shiraton	Commercial District

SUMMARY
Help with the voltant recovery work.
REWARDS
300 EXP, 70,000 Credits, Ruina Series
OBJECTIVES
Get the hazardous container from Jeffrey at the hangar in the Administrative District.
Get the hazardous fuel cell from Graham, who can be found in the commercial or Industrial Districts.
Get the toxic chemical bomb from Pfeffen in the starboard side of the Ma-non ship.
Return to Shiraton on West Melville Street in the Commercial District.
Head to Primordia’s Seaswept Rise and help Shiraton.
Defeat Gold Courage at Primordia’s Seaswept Rise.

The Silver Membership

QUEST GIVER	QUEST LOCATION
May May	Ma-non ship

SUMMARY
Find some aurorite in order to rank up your membership in the financial group Shimmer & Savvy.
REWARDS
270 EXP
OBJECTIVES
Use FrontierNav to locate 15 pieces of aurorite.
Talk to May May in the starboard side of the Ma-non ship.

Gorkwa Games

QUEST GIVER	QUEST LOCATION
Troylan	Ma-non ship

SUMMARY
Troylan’s gorkwa is broken. Repair it with a little help from the Ma-non.
REWARDS
290 EXP, 18,000 Credits, Dyads II Series
OBJECTIVES
Talk to Lulladu in the central Industrial District.
Get a hi-spec sensor module from the zigs of Sylvalum.
Get a hulking incisor from the potamuses of Primordia.
Talk to Lulladu in the central Industrial District.
Talk to Troylan in the port side of the Ma-non ship.
Head to Lulladu’s shop in the central Industrial District.
Head to Cauldros’s White Phosphor Lake and stop Lulladu.
Talk to Troylan in the central Industrial District.

The Art of War

QUEST GIVER	QUEST LOCATION
Sajif Scoppio	Ma-non ship

SUMMARY
Put Sajif’s battle plan into action and defeat only the leader of the Lotus Keep Building Site.
REWARDS
290 EXP, 20,000 Credits, Barrel Tosser, Redesigned Glasses
OBJECTIVES
Defeat the bastion glennar in Noctilum’s Lotus Keep Building Site.
Talk to Sajif Scoppio in the starboard side of the Ma-non ship.

The mission result changes negatively if any enemy other than the bastion glennar is defeated in the area first.

Here Come the Brides

QUEST GIVER	QUEST LOCATION
Nemard Wolfen	Ma-non ship

<table>
<tr><th colspan="2">SUMMARY</th></tr>
<tr><td colspan="2">You decided to help the indecisive Prone choose a wife.</td></tr>
<tr><th colspan="2">REWARDS</th></tr>
<tr><td colspan="2">350 EXP, 26,000 Credits, Formal Suit</td></tr>
<tr><th colspan="2">OBJECTIVES</th></tr>
<tr><th>CHOOSE HEPTANA LOGUR</th><th>CHOOSE ENNEANA SPICAR</th></tr>
<tr><td>Nemard Wolfen’s fiancée will be Heptana Logur.</td><td>Nemard Wolfen’s fiancée will be Enneana Spicar.</td></tr>
<tr><td>Talk to Heptana Logur in Primordia’s west gate plain.</td><td>Talk to Enneana Spicar in the starboard side of the Ma-non ship.</td></tr>
<tr><td>Defeat the imp lophid in Primordia’s west gate plain.</td><td>Gather three lightweight pelts from mephites in Sylvalum.</td></tr>
<tr><td>Talk to Heptana Logur in Primordia’s west gate plain.</td><td>Talk to Enneana Spicar in the starboard side of the Ma-non ship.</td></tr>
<tr><td colspan="2">Talk to Duna Valdileo in the port side of the Ma-non ship.</td></tr>
<tr><td colspan="2">Get four tough humpsteaks from domestic armored suids or others in Primordia.</td></tr>
<tr><td colspan="2">Talk to Duna Valdileo in the port side of the Ma-non ship.</td></tr>
<tr><td colspan="2">Talk to Galba Vassago at Primordia’s Sayram Northeast Plain.</td></tr>
<tr><td colspan="2">Defeat Galba Vassago at Primordia’s Sayram Northeast Plain.</td></tr>
<tr><td colspan="2">Talk to Nemard Wolfen in the port side of the Ma-non ship.</td></tr>
</table>

Forbidden Love

QUEST GIVER	QUEST LOCATION
Loda Gorida	Ma-non ship

SUMMARY
Loda Gorida’s daughter, Lavina, has been kidnapped by a human named Leroy. Find her and bring her back.
REWARDS
280 EXP, 19,000 Credits, Radius II Series
OBJECTIVES
Talk to Leroy on North Founders Street in the Commercial District.
Gather three sapphire horns from the beach xiphias or others near the coast of Noctilum.
Acquire the ringstone at Oblivia’s Drowning Ring.
Talk to Leroy on North Founders Street in the Commercial District.

CHOOSE TO HELP LODA	CHOOSE TO HELP LEROY
Talk to Lavina at Primordia's Northpointe Cove.	Talk to Lavina on New LA's western shoreline in Primordia.
Head into Primordia's Headwater Cavern.	Defeat Loda Gorida on New LA's western shoreline in Primordia.
Defeat Leroy's Ire inside Primordia's Headwater Cavern.	Defeat two Prone fighters on New LA's western shoreline in Primordia.
Talk to Loda Gorida in the port side of the Ma-non ship.	Talk to Loda Gorida in the port side of the Ma-non ship.

Stop, Thief!

QUEST GIVER	QUEST LOCATION
Shiraton	Commercial District

SUMMARY
Shiraton has been arrested by Tracey on suspicion of theft. Upon listening to his story, you decided to investigate.
REWARDS
350 EXP, 26,000 Credits, Zaruboggan with Sword
OBJECTIVES
Talk to Tracey on Central Melville Street in the Commercial District.
Search the car on Primordia's East Janpath Plain for the deep blue gem.
Talk to Tracey on Central Melville Street in the Commercial District.
Talk to Shiraton on Central Melville Street in the Commercial District.

Trade Agreement

QUEST GIVER	QUEST LOCATION
Warawa	Commercial District

SUMMARY
New LA is in the midst of a Miralife Card boom. Hit up other collectors to acquire the super-rare gold nopopotamus card.
REWARDS
240 EXP, 20,000 Credits, Clash of the Cute, Thwipper Series, Upgraded Diving Bottoms, Upgraded Diving Mask
OBJECTIVES
Trade cards with the citizens of New LA until you acquire the gold nopopotamus card.
Talk to Warawa on East Melville Street in the Commercial District.

See the Secret Files section of this guide for more information.

Sparking a Smile

QUEST GIVER	QUEST LOCATION
Ngogo	Commercial District

SUMMARY
Fireworks have been organized to cheer up Nan. Head to each of the Nopon caravans across Mira and get the signed contracts.
REWARDS
310 EXP, 22,000 Credits, Thudclang Series, Party Suit
OBJECTIVES
Obtain contracts from each of the four Nopon caravans.
Talk to Ngogo at the Nopon Bazaar in the Commercial District.
Talk to Ngogo at BLADE Tower in the Administrative District.

The Big Bang

QUEST GIVER	QUEST LOCATION
Popote	Cauldros

SUMMARY
Popote isn’t cooperating with the fireworks project. In order to get the contract, you agreed to his demands.
REWARDS
300 EXP, 15,000 Credits
OBJECTIVES
Use FrontierNav to locate three bars of infernium.
Gather four bags of autiga powder in Cauldros.
Gather six poron tulips in Cauldros.
Talk to Popote at Cauldros’s Drongo Caravan.

The Good Thief

QUEST GIVER	QUEST LOCATION
Horonalderon	Industrial District

SUMMARY
Phoskeran dropped out of contact while searching for voltant in Primordia. Locate and check up on him.
REWARDS
330 EXP, 24,000 Credits, Ruina Series
OBJECTIVES
Investigate the trailer at Primordia’s Northpointe Beach.
Defeat the vigil forfexes.
Investigate the trailer at Primordia’s Northpointe Beach.
Talk to Phoskeran near the diner in the Industrial District.
Talk to Piers at BLADE Tower in the Administrative District.

Look for the criminal at the Biahno water-purification plant.
Talk to Horonalderon near the diner in the Industrial District.

Haywire!

QUEST GIVER	QUEST LOCATION
Rosie	Primordia

SUMMARY
The Biahno water-purification plant autosentries seem to be malfunctioning. Help repair them.
REWARDS
360 EXP, 26,000 Credits, Bugged-Out Bot, Prime Tank Top (Black Camo)
OBJECTIVES
Talk to Tan'celeg at the Outfitters test hangar in the Industrial District.
Head to Primordia's Biahno water-purification plant.
Defeat six autosentries at Primordia's Biahno water-purification plant.
Investigate the shut-down switch at Primordia's Biahno water-purification plant.
Talk to Rosie at Primordia's Biahno water-purification plant.

Pollution Solution

QUEST GIVER	QUEST LOCATION
Liza	Industrial District

SUMMARY
Assist the understaffed Liza with New LA's pollution problem.
REWARDS
310 EXP, 19,000 Credits, Pistolia Series
OBJECTIVES
Find a suitable recruit to help with the pollution problem.
Use FrontierNav to find three pieces of everfreeze ore.
Gather 10 pieces of jagitos copper in Sylvalum.
Talk to Liza at the integrated production plant in the Industrial District.

House Call

QUEST GIVER	QUEST LOCATION
Nan'celeg	Ma-non ship

SUMMARY
You have been tasked with finding some lumenoa leaves for the sickly Nan'celeg.

REWARDS
390 EXP, 27,000 Credits, Iyst Series

OBJECTIVES
Acquire a lumenoa leaf from Cauldros's Far Isle of Tzu'o.
Talk to Nan'celeg in the port side of the Ma-non ship.
Search for the new Orphean division in Noctilum's Upper Hushflood.
Defeat the brazen falsaxum in Noctilum's Upper Hushflood.
Talk to Nan'celeg in the port side of the Ma-non ship.

Slovity's Rampage

QUEST GIVER	QUEST LOCATION
Trigo Bamboth	Administrative District

SUMMARY
Slovity has suddenly started attacking BLADEs. Find out what caused her outburst.

REWARDS
400 EXP, 80,000 Credits, Snack Time

OBJECTIVES
Head to Primordia's Castaway Cavern.
Defeat Slovity Pagus in Primordia's Castaway Cavern.
Talk to Slovity Pagus at the east gate in the Administrative District.
Defeat MG062: Megisia at Oblivia's Milligan Supply Base.
Talk to Slovity Pagus at the east gate in the Administrative District.

If any of the berserk prone are defeated before the boss fight, the objective "You defeated the berserk Prone at Oblivia's Milligan Supply Base." appears and the mission result is negatively affected.

The Bug Whisperer

QUEST GIVER	QUEST LOCATION
Min'barac	Residential District

SUMMARY
Help Min'barac achieve his goal of controlling indigens just as the Prone do.
REWARDS
400 EXP, 28,000 Credits, The Indigen Whisperer
OBJECTIVES
Talk to Min'barac at Primordia's Shadow Beach base camp.
Defeat the grand lophid at Primordia's Shadow Beach base camp.
Talk to Min'barac in the starboard side of the Ma-non ship.
Find an amidresian tomato in Primordia.
Gather three pieces of jagged mortar in Primordia.
Gather two units of mediation powder in Primordia.
Talk to Min'barac in the starboard side of the Ma-non ship.
Talk to Min'barac at Primordia's Shadow Beach base camp.
Defeat the grand lophid at Primordia's Shadow Beach base camp.

Bread and a Circus

QUEST GIVER	QUEST LOCATION
Moimoi	Residential District

SUMMARY
Muimui is completely out of food, which is cause for great concern. Give him the slice of bread you received from Moimoi.
REWARDS
410 EXP, Tasty Lunch Box
OBJECTIVES
Give the slice of bread to Muimui at Oblivia's West Ibra Ravine.
Gather five cosse beans in Oblivia.
Gather three fullbelly geckos in Oblivia.
Talk to Muimui at Oblivia's West Ibra Ravine.
Talk to Moimoi at Ishmael Hills in the Residential District.

Alex's Last Stand

QUEST GIVER	QUEST LOCATION
Eliza	Residential District

SUMMARY
The ones responsible for the attack during Eliza’s speech were Alex and his followers. Track them down and put an end to this once and for all.
REWARDS
420 EXP, 32,000 Credits, Ruina III Series, Candela II Series
OBJECTIVES
Talk to Cheche on West Melville Street in the Commercial District.
Pay 10,000 credits to Cheche on West Melville Street in the Commercial District.
Head to Cauldros’s Kw’arah Cloister.
Defeat Lineage in Cauldros’s Kw’arah Cloister.
Defeat two impulse Qmoevas in Cauldros’s Kw’arah Cloister.
Defeat DV482: Duvel in Cauldros’s Kw’arah Cloister.
Talk to Eliza at Ishmael Hills in the Residential District.

Hackers

QUEST GIVER	QUEST LOCATION
Eleonora	Administrative District

SUMMARY
Secure Lan’cord’s research data.
REWARDS
None
OBJECTIVES
Access the consoles in the Ganglion bases in each region to obtain the data.

Securing Lan’cord

QUEST GIVER	QUEST LOCATION
Eleonora	Administrative District

SUMMARY
Catch the mad Orphean scientist Lan’cord.
REWARDS
None
OBJECTIVES
Access the consoles in the Ganglion bases in each region to find Lan’cord.
Find Lan’cord’s whereabouts at the Ganglion base.
Talk to Lan’cord at Oblivia’s Lake Basel.

My Angel, My Lana

QUEST GIVER	QUEST LOCATION
Bubu	Commercial District

SUMMARY
Lana has gone missing in Cauldros. Find her and bring her back.
REWARDS
370 EXP, 25,000 Credits, Littlepon, Relaxing Angel Wings
OBJECTIVES
Talk to Lana at Cauldros's Emerian Battlegrounds.
Defeat the guard monoceroses on the cliffs of the Emerian Battlegrounds.
Talk to Lana at Cauldros's Emerian Battlegrounds.
Talk to Lana at Cauldros's Drongo Caravan during the day.
Get six golden puffs from evil mephites or others in Cauldros.
Get six strands of malevolent petramand silk from gadolinium petramands or others in Cauldros.
Talk to Lana at Cauldros's Drongo Caravan during the day.
Talk to Bubu on East Melville Street in the Commercial District.

Material Hunt A

QUEST GIVER	QUEST LOCATION
L	Administrative District

SUMMARY
Find the materials for the new product known as a "ball of honeysmoke."
REWARDS
None
OBJECTIVES
Gather 10 units of chameleon sand in Oblivia.
Gather 10 pieces of gluttonutan clay in Noctilum.

Material Hunt B

QUEST GIVER	QUEST LOCATION
L	Administrative District

SUMMARY
Find the materials for the new product known as a “high-temperature pot.”
REWARDS
None
OBJECTIVES
Use FrontierNav to locate two pieces of boiled-egg ore.
Find five gun snakes in Cauldros.

Material Hunt C

QUEST GIVER	QUEST LOCATION
L	Administrative District

SUMMARY
Find the materials for the new product known as an “electric hammock.”
REWARDS
None
OBJECTIVES
Get three multi-wires from the shrads of Cauldros.
Find four abyssal crickets in Cauldros.

Unknown Assailant

QUEST GIVER	QUEST LOCATION
Raleigh	Administrative District

SUMMARY
There have been reports of a mysterious Skell targeting and attacking Corwin’s team. Head to their position and assist.
REWARDS
400 EXP, 30,000 Credits, Parma II Series, Lastyr III Series
OBJECTIVES
Head to Oblivia’s Lake Basel.
Defeat three metal puges near Oblivia’s Lake Basel.
Talk to Peter near Oblivia’s Lake Basel.

TELL BATES TO GO WEST	TELL BATES TO GO EAST
Talk to Bates in Cauldros's White Phosphor Lake.	Talk to Bates at Cauldros's Drongo Caravan.
Talk to Corwin in the depths of Sylvalum's Banshee Cave.	Talk to Corwin in Sylvalum's Banshee Cave
Talk to Corwin at the entrance to Sylvalum's Banshee Cave.	Talk to Corwin at the entrance to Sylvalum's Banshee Cave.
Defeat the Galdr raven at the entrance to Sylvalum's Banshee Cave.	Defeat the Galdr raven at the entrance to Sylvalum's Banshee Cave.
Defeat three metal puges at Sylvalum's Banshee Cave.	Talk to Corwin at the entrance to Sylvalum's Banshee Cave.
Talk to Raleigh on Division Drive in the Administrative District.	Talk to Raleigh on Division Drive in the Administrative District.

Data Probe Progress

QUEST GIVER	QUEST LOCATION
Hugo	Industrial District

SUMMARY
Give the required miranium to Hugo and help build the next battle probe.
REWARDS
230 EXP, 13,000 Credits, Melee Attack Probe
OBJECTIVES
Give 15,000 units of miranium to Hugo at the integrated production plant in the Industrial District.

Waste Not, Want Not

QUEST GIVER	QUEST LOCATION
Lara Mara	Administrative District

SUMMARY
Examine the Zu Pharg's wreckage for salvage.
REWARDS
390 EXP, 27,000 Credits, Visions of Beauty, Trigger Series
OBJECTIVES
Retrieve the cockpit wreckage in Sylvalum's Hilal Stronghold.
Retrieve the engine wreckage in Sylvalum's Lake Ciel.
Retrieve the Zu Pharg's wreckage in Sylvalum.
Talk to Rutantan at the hangar in the Administrative District.

Turf War

QUEST GIVER	QUEST LOCATION
Enrai	Industrial District

SUMMARY
A Pathfinder troubled by his team’s lack of manpower has asked you to look into the cause of malfunctioning data probes.
REWARDS
380 EXP, 26,000 Credits, Assault III Series
OBJECTIVES
Head to the Delusians North Summit and look for clues about the destroyed data probe.
Head to the Delusians South Summit and investigate the Sylooth.
Defeat the cunning Sylooth on the Delusians South Summit.
Defeat the daunting Sylooth on the Delusians South Summit.
Talk to Enrai in the Industrial District.

Good Fortun

QUEST GIVER	QUEST LOCATION
HT665: Erio	Industrial District

SUMMARY
For the sake of Erio’s sisters, rescue Fortun from the Definian platoon.
REWARDS
420 EXP, 32,000 Credits
OBJECTIVES
Search for the Definian platoon in Sylvalum’s Anvil Sandplain.
Defeat SG002: Slenna in Sylvalum’s Anvil Sandplain.
Defeat the three Definian guards in Sylvalum’s Anvil Sandplain.
Defeat the cliff Galdr in Sylvalum’s Anvil Sandplain.
Talk to Fortun in Sylvalum’s Anvil Sandplain.
Talk to HT665: Erio at the central Industrial District.

The Gold Membership

QUEST GIVER	QUEST LOCATION
May May	Ma-non ship

SUMMARY
Find some aurorite and arc sand ore in order to rank up your membership in the financial group Shimmer & Savvy.
REWARDS
280 EXP
OBJECTIVES
Use FrontierNav to locate 30 pieces of aurorite.
Use FrontierNav to locate 10 pieces of arc sand ore.
Talk to May May on the starboard side of the Ma-non ship.

The Platinum Membership

QUEST GIVER	QUEST LOCATION
May May	Ma-Non Ship

SUMMARY
Find some aurorite and arc sand ore in order to rank up your membership in the financial group Shimmer & Savvy.
REWARDS
330 EXP
OBJECTIVES
Use FrontierNav to locate 50 pieces of aurorite.
Use FrontierNav to locate 20 pieces of arc sand ore.
Talk to May May on the starboard side of the Ma-non ship.

Murder Most Foul

QUEST GIVER	QUEST LOCATION
Ackwar	Commercial District

SUMMARY
Help Ackwar investigate the Ma-non murders.
REWARDS
380 EXP, 28,000 Credits, I <3 Pizza, Assailer Series
OBJECTIVES
Talk to Powell on West Melville Street in the Commercial District.
Bring the pizza to Mikkal in the starboard side of the Ma-non ship.
Talk to Powell on West Melville Street in the Commercial District.
Talk to Ackwar on East Melville Street in the Commercial District.
Talk to Gerome on North Founders Street in the Commercial District.
Gather info about Gerome’s whereabouts in the Residential District.

Talk to Gerome in the lowest strata beneath Deliverance Park.
Talk to Ackwar near East Melville Street in the Commercial District.
Head to Noctilum's Weeping Whitewood and talk to Ackwar.
Talk to Ackwar or Jim near East Melville Street in the Commercial District.
Search for Ackwar in Oblivia's Cliffside Camp.
Defeat Grenade Pizza F in Oblivia's Cliffside Camp.
Talk to Ackwar in Oblivia's Cliffside Camp.

Complete either of the first two objectives tocontinue.

The Duel (Part I)

QUEST GIVER	QUEST LOCATION
Gi Zang	Oblivia

SUMMARY
You have been challenged to a duel by the Wrothian Gi Zang. Who knows how strong he truly is?
REWARDS
400 EXP, 28,000 Credits, Deadsight II Series
OBJECTIVES
Defeat a vice simius in Oblivia.
Defeat 10 faded adseculas in Oblivia.
Talk to Gi Zang at Oblivia's ruins on the sandbank.
Defeat Gi Zang at Oblivia's ruins on the sandbank.
Talk to Gi Zang at Oblivia's ruins on the sandbank.

The Duel (Part II)

QUEST GIVER	QUEST LOCATION
Gi Zang	Administrative District

SUMMARY
You decided to battle the guerilla-warfare expert Gi Zang in Noctilum. But first, you must find him.
REWARDS
450 EXP, 39,000 Credits, Lightblade Series
OBJECTIVES
Head to Gi Zang's location at Noctilum's Elephant's Trunk.
Talk to Gi Zang in Noctilum's Canopied Nightwood.
Defeat Gi Zang in Noctilum's Canopied Nightwood.
Talk to Gi Zang at Noctilum's Decapotamon.

Defeat Gi Zang at Noctilum's Decapotamon.
Talk to Gi Zang at Noctilum's Fukai Pass.
Defeat Gi Zang at Noctilum's Fukai Pass.
Talk to Gi Zang near Noctilum's Fukai Pass.

The Duel (Part III)

QUEST GIVER	QUEST LOCATION
Gi Zang	Administrative District

SUMMARY
This time, Gi Zang is setting off to Sylvalum for training—but a pesky Prone keeps begging him to take him on as an apprentice.
REWARDS
460 EXP, 41,000 Credits, Edges II Series
OBJECTIVES
Head to the meeting point at Sylvalum's Lake Ciel.
Defeat three drove adseculas in Sylvalum's Lake Ciel.
Talk to Gi Zang north of Sylvalum's Lake Ciel.
Defeat Gi Zang north of Sylvalum's Lake Ciel.
Talk to Gi Zang at Sylvalum's Lower Delusian Mountains.
Defeat the jacul rage at Sylvalum's Lower Delusian Mountains.
Talk to Gi Zang at Sylvalum's Lower Delusian Mountains.

If you distrust Tolba Wolfen, you will not have to fight Tectonic Puges at the same time as MO037: Moore.

The Duel (Part IV)

QUEST GIVER	QUEST LOCATION
Gi Zang	Cauldros

SUMMARY
Gi Zang's sword was stolen by a strange human. Help look for it.
REWARDS
470 EXP, 43,000 Credits, Glaive II Series
OBJECTIVES
Head to Cauldros's ruined city of O'rrh Sim to search for the strange human.
Defeat tectonic puges in Cauldros's ruined city of O'rrh Sim.
Head to Cauldros's Ruined City of O'rrh Sim.
Defeat tectonic puges in Cauldros's Ruined City of O'rrh Sim.

Talk to Tolba Wolfen in Cauldros’s Ruined City of O’rrh Sim.
Defeat tectonic puges in Cauldros’s Ruined City of O’rrh Sim.
Defeat MO037: Moore in Cauldros’s Ruined City of O’rrh Sim.
Talk to Gi Zang in Cauldros’s Ruined City of O’rrh Sim.

The Ultimate Price

QUEST GIVER	QUEST LOCATION
Quincy	Administrative District

SUMMARY
Team Quincy has been reduced to just one member. Help the last survivor on a mission.
REWARDS
380 EXP, 26,000 Credits, Marnuck vs. Prone
OBJECTIVES
Defeat the linker scirpo at Noctilum’s Rust Lake.
Defeat Gus at Noctilum’s Rust Lake.
Defeat three BLADE snipers at Noctilum’s Rust Lake.
Talk to Quincy at the lower Administrative District elevator.
Head to Oblivia’s Devil’s Colony in search of the Crimson Tear.
Obtain the Crimson Tear in Oblivia’s Devil’s Colony.
Talk to Quincy at the lower Administrative District elevator.

Elma’s Task A

QUEST GIVER	QUEST LOCATION
Elma	Industrial District

SUMMARY
Defeat silver suids to help Gwin train.
REWARDS
None
OBJECTIVES
Defeat two silver suids using a Soldier Assault rifle in Primordia.

Elma’s Task B

QUEST GIVER	QUEST LOCATION
Elma	Industrial District

SUMMARY
Defeat silver femina suids to help Gwin train.
REWARDS
None
OBJECTIVES
Defeat two silver femina suids with a Soldier Assault rifle in Primordia.

Elma’s Task C

QUEST GIVER	QUEST LOCATION
Elma	Industrial District

SUMMARY
Defeat tough armored suids to help Gwin train.
REWARDS
None
OBJECTIVES
Defeat two tough armored silver suids with a Soldier Assault rifle in Primordia.

White Lifehold

QUEST GIVER	QUEST LOCATION
Lara Mara	Administrative District

SUMMARY
Upon Lara Mara’s insistence, you have accepted a mission to investigate the Lifehold unit in Sylvalum.
REWARDS
470 EXP, 43,000 Credits, Assassins
OBJECTIVES
Search for the Lifehold unit at Sylvalum’s Northern Searoad.
Defend against the Milsaadi for three minutes on Sylvalum’s Northern Searoad.
Defeat the Gale Qmoevas on Sylvalum’s Northern Searoad.
Defeat the Haze Milsaadi on Sylvalum’s Northern Searoad.
Defeat the Milsaadi Fates on Sylvalum’s Northern Searoad.
Investigate the Lifehold unit at Sylvalum’s Northern Searoad.
Talk to Lara Mara at Armory Alley in the Administrative District.

Gold Rush

QUEST GIVER	QUEST LOCATION
Adolphus	Industrial District

SUMMARY
You have been tasked with finding the final key required to open the vault housing the white gold.
REWARDS
450 EXP, Six Stars Light (Female), Six Stars Medium (Female), Six Stars Heavy (Female)
OBJECTIVES
Help Wang and find the key at Sylvalum's Cleansing Spring.
Talk to Adolphus at Primordia's Molten Hollow.
Defeat Ga Bewhe at Primordia's Molten Hollow.

Law and Orders

QUEST GIVER	QUEST LOCATION
Wang	Sylvalum district

SUMMARY
Rescue Law, who remained behind after failing his bounty mission.
REWARDS
450 EXP, 20,000 Credits, Candela III Series
OBJECTIVES
Defeat six Marnuck loaders in Sylvalum.
Defeat two guardian pugiliths in Sylvalum.
Help Law at Sylvalum's Samuel Incline.
Talk to Wang at Sylvalum's Cleansing Spring.

Castle in the Sky

QUEST GIVER	QUEST LOCATION
Kuta	Sylvalum

SUMMARY
Kuta the courier had his cargo stolen. Listen for eyewitness reports as you hunt down the criminal.
REWARDS
190 EXP, 11,000 Credits, Ensnared
OBJECTIVES
Talk to Wanana at Sylvalum's Cleansing Spring at nighttime.
Talk to Nana at Sylvalum's Cleansing Spring at nighttime.

Retrieve Kuta's cargo from a certain "huge thing" somewhere in Sylvalum.
Talk to Kuta at Sylvalum's Cleansing Spring at nighttime.

Try to attempt this mission before starting the mission "Black Lifehold". If you have not started the mission "Black Lifehold" before attempting this mission, then the character Bobora appears at the Xanadu Overlook. If you talk to him, the completed objective changes to "You spoke to Bobora in Sylvalum", and the objective "Retrieve Kuta's cargo from the jacul ire on Sylvalum's Lake Ciel" appears. This objective has a map marker, and the enemy always appears there, making this mission much easier to complete.

The Sword of Legendaryness

QUEST GIVER	QUEST LOCATION
Muimui	Commercial District

SUMMARY
The Sword of Legendaryness has been located! Head up to Sylvalum with Muimui and bring it back.
REWARDS
460 EXP, Sword of Legendaryness, Upgraded Diving Mask II, Upgraded Diving Bottoms II
OBJECTIVES
Head to Sylvalum's Seabird's Beak.
Investigate Sylvalum's three radar points and obtain the Sword of Legendaryness.
Talk to Walter on Division Drive in the Administrative District.
Head to East Melville Street in the Commercial District.

Definian Downfall

QUEST GIVER	QUEST LOCATION
HT665: Erio	Commercial District

SUMMARY
Mother Fortun is being misused for evil. Work with Erio to bring down the Definians.
REWARDS
480 EXP, 43,000 Credits, Mother, FILE-USP1480SA
OBJECTIVES
Talk to Fortun on Central Melville Street in the Commercial District.
Talk to Professor B at his research lab in the Industrial District.
Find a resonating madonater in Noctilum.
Get an octopus board from the xe-dom of Cauldros.
Talk to Professor B at his research lab in the Industrial District.
Head to Cauldros's Ganglion Antropolis.
Defeat ER001: Emeroa in Cauldros's Ganglion Antropolis.

Defeat HP001: Harriess in Cauldros's Ganglion Antropolis.
Defeat JD001: Juda in Cauldros's Ganglion Antropolis.
Pursue ER001: Emeroa in Cauldros's Ganglion Antropolis.
Defeat the Rexoskell at Cauldros's Ganglion Antropolis.
Pursue ER001: Emeroa to Cauldros's Emerian Battlegrounds.
Defeat the Rexoskell at Cauldros's Emerian Battlegrounds.
Talk to HT665: Erio on Central Melville Street in the Commercial District.

If you choose to kill Fortun to get the password, none of the objectives involving Professor B will be in this list. This is also a significant mission branch. Killing Fortun leads to the mission “Definian Love”, and sparing her leads to “Fortun and Glory”. See the Secret Files section of the guide for more information on this mission.

Child of Mira

QUEST GIVER	QUEST LOCATION
Orleron	Industrial District

SUMMARY
Find a gorkwa for Arsenican's offspring, Orleron.
REWARDS
310 EXP, 19,000 Credits, Zaruboggan with Dogs
OBJECTIVES
Talk to Orleron in the central Industrial District.
Talk to Arsenican at the integrated production plant in the Industrial District.
Retrieve the gorkwa from the Zaruboggan corpse in Sylvalum's Abyss Reservoir.
Talk to Orleron on North Founders Street in the Commercial District.
Head to Cauldros's White Phosphor Lake.

The choice of where Orleron should go affects the mission objectives. The branch includes the objectives:

OBJECTIVES
Talk to Orleron in the port side of the Ma-non ship.
Get a vial of vigent blood from the vigents of Cauldros.
Talk to Orleron in the port side of the Ma-non ship.

No-show Nen'celeg

QUEST GIVER	QUEST LOCATION
Nan'celeg	Ma-non ship

SUMMARY
Nan’celeg is concerned about the missing Nen’celeg. Find her and bring her home.
REWARDS
400 EXP, 28,000 Credits, Orphean Light (Female), Orphean Medium (Female), Orphean Heavy (Female)
OBJECTIVES
Search for Nen’celeg in Noctilum’s Sunlit Spring.
Search for Nen’celeg in Noctilum’s Qing Long Glade.
Defeat the dryland auravis in Noctilum’s Qing Long Glade.
Talk to Nan’celeg in the port side of the Ma-non ship.

A New Life

QUEST GIVER	QUEST LOCATION
Bazis Wolfen	Ma-non ship

SUMMARY
Hold a funeral ceremony for Auld in place of Bazis, who must attend the birth of his child.
REWARDS
450 EXP, 39,000 Credits, Divine Custom, Upgraded Swimsuit Top II, Upgraded Swimmer’s Band R II, Upgraded Swimmer’s Band L II
OBJECTIVES
Talk to Galba Vassago in the port side of the Ma-non ship.
Defeat three dune adseculas at Oblivia’s Kintrees.
Defeat the garuda jacul at Oblivia’s Kintrees.
Talk to Galba Vassago at Oblivia’s Kintrees.
Talk to Bazis Wolfen in the port side of the Ma-non ship.

Lend an Ear

QUEST GIVER	QUEST LOCATION
Gu Ladha	Administrative District

SUMMARY
Bring a knife to the troubled Gu Ladha.
REWARDS
430 EXP, 38,000 Credits, Buxom Battlers, Sidearm Series, Refined Kitty Ears
OBJECTIVES
Purchase a Chrome Knife from the shop.
Talk to Gu Ladha on top of BLADE Tower in the Administrative District.
Talk to Zo Geil at Oblivia’s Wrothian Stronghold during the day.

Get two bloodied faces from claw queen Qmoevas or others in Sylvalum.
Get three tempered blade modules from rocket shrads or others in Cauldros.
Get an advanced core from bismuth xe-dom or others in Sylvalum.
Talk to Zo Geil at Oblivia's Alexander Ridge during the day.

If the player chooses to help Gu Ladha train instead of become a liaison, the following objectives appear instead of going to the Wrothian Stronghold:

OBJECTIVES
Talk to Gu Ladha at Primordia's Janpath Lake.
Defeat Gu Ladha.
Talk to Gu Ladha at Primordia's Janpath Lake.
Talk to Gu Ladha at Primordia's Unicorn Rock.
Defeat Ladha Caladar.
Talk to Gu Ladha at Primordia's Unicorn Rock.

Until the End

QUEST GIVER	QUEST LOCATION
Vi Sezha	Oblivia

SUMMARY
Ge Jewhe has tried to infiltrate the Ganglion-occupied fortress alone. Rescue her before it's too late.
REWARDS
460 EXP, 41,000 Credits, Edges Series, Wrothian Female
OBJECTIVES
Head to Cauldros's T'phnom Shelf and find Ge Jewhe.
Defeat the Marnuck scouts.
Head to Cauldros's Boxtrap Checkpoint and look for Ge Jewhe.
Head to Cauldros's Boxtrap Checkpoint and look for Ge Jewhe.
Defeat the Phantom Seidr.
Check Ge Jewhe's condition in Cauldros's Boxtrap Checkpoint.
Talk to Vi Sezha at Oblivia's Wrothian Stronghold.

You can find Ge Jewhe's bracelet in the Boxtrap Checkpoint (red collectible directly across the area from her) before talking to her for the first time. If you do so, the objective "You gave the bracelet to Ge Jewhe in Cauldros's Boxtrap Checkpoint." appears, and the second-to-last objective becomes "Talk to Ge Jewhe at Cauldros's Boxtrap Checkpoint."

Two Warriors

QUEST GIVER	QUEST LOCATION
Go Belg	Oblivia

SUMMARY
You received a task from Go Belg—but first he wants you to prove your worth.
REWARDS
450 EXP, 39,000 Credits, Rival Partners, Overlord’s Eyepatch
OBJECTIVES
Defeat two welkin levitath in Primordia.
Talk to Go Belg at Oblivia’s Wrothian Stronghold at nighttime.
Talk to Gi Ziordo at Oblivia’s King’s Falls.
Defeat Gi Ziordo.
Talk to Gi Ziorde at Sylvalum’s Anvil Rock Two.
Defeat Gi Ziorde.
Talk to Go Belg at Oblivia’s Wrothian Stronghold at nighttime.
Talk to Gi Ziordo at the Outfitters test hangar in the Industrial District.
Defeat Gi Ziordo.
Defeat Gi Ziorde.
Talk to Go Belg at Oblivia’s Wrothian Stronghold at nighttime.

Talk to Gi Zorde at the Outfitters test hangar in the Industrial District.

The Queen Is Dead

QUEST GIVER	QUEST LOCATION
Ni Zinga	Oblivia

SUMMARY
In order to help the Wrothian warriors battle their sworn nemesis, you must first prove yourself by squaring off against the Three Talons.
REWARDS
460 EXP, 41,000 Credits, Deadsight Series, Lance Series, Lightblade II Series
OBJECTIVES
Head to Primordia’s Stickstone Rise.
Defeat Naguth Caladar at Primordia’s Stickstone Rise.
Defeat Girhi Caladar at Primordia’s Stickstone Rise.
Defeat Zeulbe Caladar at Primordia’s Stickstone Rise.
Defeat three mortal jaculs at Primordia’s Stickstone Rise.
Talk to Da Naguth at Primordia’s Stickstone Rise.

Talk to Ni Zinga at Oblivia's Wrothian Stronghold during the day.
Head to Cauldros's Mount M'gando and defeat three mortal jaculs.
Head to Cauldros's M'gando volcanic crater and defeat the queen jacul.
Talk to Ni Zinga at Oblivia's Wrothian Stronghold during the day.

Planetary Pioneer (Part V)

QUEST GIVER	QUEST LOCATION
Kirsty	Residential District

SUMMARY
Obtain the final data unit in Cauldros. Analysis of the second-gen FrontierNav is now just one step away!
REWARDS
300 EXP, 18,000 Credits, Storage Probe, Redesigned Heart Glasses
OBJECTIVES
Complete "Cauldros Trailblazing 1."
Complete "Cauldros Trailblazing 2."
Complete "Cauldros Trailblazing 3."
Talk to Kirsty at Ishmael Hills in the Residential District.

Cauldros Trailblazing 1

QUEST GIVER	QUEST LOCATION
Kirsty	Residential District

SUMMARY
Gather the required miranium and bring it to Kirsty in order to help the citizens of New LA.
REWARDS
50 EXP
OBJECTIVES
Give 5,500 units of miranium to Kirsty at Ishmael Hills in the Residential District.

Cauldros Trailblazing 2

QUEST GIVER	QUEST LOCATION
Kirsty	Residential District

SUMMARY
Defeat the indigens rampaging around Cauldros.
REWARDS
50 EXP
OBJECTIVES
Defeat three deadland caro in Cauldros.

Cauldros Trailblazing 3

QUEST GIVER	QUEST LOCATION
Kirsty	Residential District

SUMMARY
Acquire the secret data unit FN097 for Kirsty.
REWARDS
50 EXP
OBJECTIVES
Obtain the data unit FN097 at Cauldros's FrontierNav Site 505.

Slovity's Revenge

QUEST GIVER	QUEST LOCATION
Slovity Pagus	Ma-non ship

SUMMARY
Slovity has sworn revenge! Get out there and help her raid the Ganglion base.
REWARDS
470 EXP, 39,000 Credits, Supreme NVD, FILE-USP0680ME
OBJECTIVES
Talk to Slovity Pagus at Noctilum's Bloodpond Basin.
Defeat the Milsaadi Lieutenant at Noctilum's Lotus Keep Building Site within five minutes.
Talk to Slovity Pagus at Noctilum's Bloodpond Basin.
Talk to Slovity Pagus at Oblivia's Victory Rock.
Defeat the Master Milsaadi within three minutes at Oblivia's Jair Fortress.
Talk to Slovity Pagus at Oblivia's Victory Rock.
Talk to Slovity Pagus at Cauldros's Wildcat Fortress.
Head to Slovity at Cauldros's Wildcat Fortress.
Defeat MG068: Megisia within five minutes at Wildcat Fortress.

Entrepreneurial Spirit

QUEST GIVER	QUEST LOCATION
Tobias	Industrial District

SUMMARY
Tobias has challenged you again. Use data probes to acquire more sightseeing profits.
REWARDS
340 EXP, 23,000 Credits, Duplicator Probe, Meredith Heavy (Female)
OBJECTIVES
Use FrontierNav to earn 130,000 credits in a single return.
Talk to Tobias in the central Industrial District.
Talk to Tobias in Cauldros's O'rrh Sim castle ruins.
Defeat Vainamo, the Bellower in Cauldros's O'rrh Sim castle ruins.
Talk to Tobias in Cauldros's O'rrh Sim castle ruins.

Orphean Pluck

QUEST GIVER	QUEST LOCATION
San'luarb	Industrial District

SUMMARY
To ease the miranium shortage, Non'barac has set off to mine the resource directly. See if you can help her.
REWARDS
380 EXP, 26,000 Credits, Booster Probe G1
OBJECTIVES
Talk to Non'barac at Sylvalum's Delusians South Summit.
Talk to San'luarb at the integrated production plant in the Industrial District.
Give 4,200 units of miranium to San'luarb at the integrated production plant.

Mia Is Missing!

QUEST GIVER	QUEST LOCATION
Mia	Cauldros

SUMMARY
Mia has been kidnapped. Go free her.
REWARDS
460 EXP, FILE-USP0880SA
OBJECTIVES
Search for a blue-suited xenoform in Cauldros's Ganglion Antropolis.
Acquire the container key from HH100: Hierana in Cauldros's Ganglion Antropolis.
Talk to Mia in Cauldros's Ganglion Antropolis.
Talk to Walter at the maintenance center in the Administrative District.

Wrothian Innovation

QUEST GIVER	QUEST LOCATION
Go Sirho	Commercial District

SUMMARY
The master craftswoman Go Sirho has shown some interest in miranium. Give her materials and teach her about data probes.
REWARDS
450 EXP, 39,000 Credits, Booster Probe G1, Six Stars Heavy (Male)
OBJECTIVES
Give 10,000 units of miranium to Go Sirho on East Melville Street in the Commercial District.
Talk to Go Sirho on Oblivia's South Coast.
Talk to Kirsty at Ishmael Hills in the Residential District.
Use FrontierNav to locate 10 pieces of arc sand ore.
Talk to Kirsty at Ishmael Hills in the Residential District.
Talk to Go Sirho on Oblivia's South Coast.

A Dish Served Cold

QUEST GIVER	QUEST LOCATION
Zo Langra	Commercial District

SUMMARY
Zo Langra is worried about Zo Zazhi, who has set off on a reckless quest for revenge. Find Zo Zazhi and convince her to come home.
REWARDS
450 EXP, 39,000 Credits, Destined Encounter, Warrior's Eyepatch
OBJECTIVES
Talk to Zo Zazhi at Oblivia's Ant's Nest.
Defeat a Siphon Qmoeva within ten minutes in Oblivia's Jair Fortress.
Defeat a Vanitas Seidr within ten minutes in Oblivia's Jair Fortress.
Talk to Zo Zazhi at Oblivia's Ant's Nest.
Talk to Zo Langra on East Melville Street in the Commercial District.
Talk to Zo Zazhi at Oblivia's Jair Fortress.
Defeat Zo Zazhi.
Talk to Zo Langra on East Melville Street in the Commercial District.

Black Lifehold

QUEST GIVER	QUEST LOCATION
Milly	Oblivia

SUMMARY
Look for the Lifehold unit containing the medical data to help cure the suffering Nopon.
REWARDS
470 EXP, 43,000 Credits, Lifehold Unit
OBJECTIVES
Explore 50 percent of Cauldros.
Head to Cauldros's Slavebird Isle and investigate the Lifehold unit.
Talk to Milly at Oblivia's Dorian Caravan during the day.
Gather info on Wanderer Bobora from the Nopon caravans.
Talk to Bobora at Oblivia's Beehive Rock.
Talk to Milly at Oblivia's Dorian Caravan during the day.

Hair Apparent

QUEST GIVER	QUEST LOCATION
Nio	Sylvalum

SUMMARY
You decided to lend Nio some money. Hopefully the wedding ceremony can proceed without issue.
REWARDS
290 EXP, 20,000 Credits, Barrel Dodger, Pokepoke Series, Soothing Bunny Ears
OBJECTIVES
Give 20,000 credits to Nio at Sylvalum's Cleansing Spring during the day.
Talk to Jalolo at Sylvalum's Cleansing Spring during the day.
Talk to Nio at Sylvalum's Cleansing Spring during the day.
Gather six diresheep in Sylvalum.
Gather four antorus roses in Sylvalum.
Talk to Nio at Sylvalum's Cleansing Spring during the day.
Talk to Jalolo at Sylvalum's Cleansing Spring during the day.
Talk to Popo at Sylvalum's Cleansing Spring during the day.

Snipe Hunt

QUEST GIVER	QUEST LOCATION
Bihabba	Ma-non ship

SUMMARY
Find and eliminate the Ganglion sniper who has been shooting relentlessly at those aboard the Ma-non ship.
REWARDS
510 EXP, 52,000 Credits, C&C Heavy (Male), C&C Heavy (Female)
OBJECTIVES
Head to Primordia's Talon Rock Third Terrane and pursue the enemy.
Talk to Bihabba on the deck of the Ma-non ship.
Listen around New LA for info about the sniper.
Defeat the last Galdr above Primordia's Bedrock Hold.
Talk to Bihabba on the deck of the Ma-non ship.

If you choose to "Act Unexpectedly," the objective "Hand over 500,000 credits to Heradot on the Ma-non ship." appears after the last objective. Avoid this choice if you don't want to be out some serious moolah!

Professorial

QUEST GIVER	QUEST LOCATION
Veven	Industrial District

SUMMARY
Professor B went out to gather materials and has not returned. Veven is starting to worry, so see if you can track him down and bring him home.
REWARDS
500 EXP, 54,000 Credits, Honor Series, Rapture Series, Faith Series Multi Series
OBJECTIVES
Search for Professor B in Sylvalum’s North Cinderdunes.
Search for Professor B in Sylvalum’s Secluded Lava Lake.
Defeat the Marnuck Hunter in Sylvalum’s Secluded Lava Lake and obtain the keycard.
Talk to Professor B in Sylvalum’s Secluded Lava Lake.
Talk to Professor B in Sylvalum’s North Cinderdunes.
Defeat Dolba the Wrecker within 10 minutes in Sylvalum’s North Cinderdunes.
Defeat Gadd within 10 minutes in Sylvalum’s North Cinderdunes.
Defeat the BLADE sniper within 10 minutes in Sylvalum’s North Cinderdunes.
Talk to Veven at Professor B’s research lab in the Industrial District.

The Old Gods

QUEST GIVER	QUEST LOCATION
Feloran	Ma-non ship

SUMMARY
Acquire a piece of Golbogga’s legacy and unlock its mysteries.
REWARDS
510 EXP, 52,000 Credits, Zaruboggan with Ancestors
OBJECTIVES
Talk to Toluera at Cauldros’s Slavebird Isle.
Gather a zirtodiamond from Sylvalum’s Hilal Stronghold.
Talk to Toluera at Cauldros’s Slavebird Isle.
Talk to Kiliran at Cauldros’s White Phosphor Lake.
Defeat the xe-dom sarto at Cauldros’s White Phosphor Lake.
Talk to Kiliran at Cauldros’s White Phosphor Lake.
Talk to Toluera at Cauldros’s Slavebird Isle.

If you choose to talk to Feloran first, you get the objective, “Talk to Feloran in the starboard side of the Ma-non ship” after the objective to talk to Toluera. It also replaces the final objective.

The Unbreakable Sword

QUEST GIVER	QUEST LOCATION
De Zing	Ma-non ship

SUMMARY
You decided to help forge the unbreakable sword De Zing witnessed in his dreams.
REWARDS
500 EXP, 50,000 Credits, Unbreakable Sword, Glaive Series
OBJECTIVES
Talk to Neraph in the port side of the Ma-non ship.
Secure a puge self-destruct mechanism from the puges in Cauldros.
Talk to Neraph in the port side of the Ma-non ship.
Talk to De Zing in the port side of the Ma-non ship.
Use FrontierNav to find some cimmerian cinnabar.
Find a zagyrin cragstone in Cauldros.
Talk to De Zing in the port side of the Ma-non ship.
Talk to De Zing at Cauldros's Adder Byroad.
Retrieve the unbreakable sword from the millepod in Cauldros.
Talk to De Zing at Cauldros's Adder Byroad.

An Ancient Legend

QUEST GIVER	QUEST LOCATION
Nimu Turton	Ma-non ship

SUMMARY
Work with the Tree Clan to repel wild indigens. Depending on how it goes, you might need to team up with another clan…
REWARDS
520 EXP, 54,000 Credits, Visions of Peace
OBJECTIVES
Make preparations to survive the crisis.
Talk to Oche Wolfen on the east gate plain in Primordia and begin the battle.
Defend against the onslaught of indigens for two minutes on the east gate plain in Primordia.
Defend against the onslaught of indigens for two minutes on the east gate plain in Primordia.
Defend against the onslaught of indigens for two minutes on the east gate plain in Primordia.
Talk to Nimu Turton in the starboard side of the Ma-non ship.

It is possible to recruit Slovity's help with the battle. If upi do so, the objective "You received Slovity's help while preparing to survive the crisis." appears after the first objective, and the second (now third) objective is changed to "Talk to Slovity on Primordia's East Gate Plain and begin the battle."

Fortun and Glory

QUEST GIVER	QUEST LOCATION
Erio	Residential District

SUMMARY
Erio has asked you to look for Fortun.
REWARDS
500 EXP, 50,000 Credits, Pride Series
OBJECTIVES
Gather intel on Lyvia from people in the Administrative District.
Talk to Avi at Armory Alley in the Administrative District.
Talk to Fritz at Armory Alley in the Administrative District.
Head to Oblivia's Rooney Cavern to meet the weapon shipment.
Defeat LV757: Lyvia in Oblivia's Rooney Cavern.

The Divine Nopopon

QUEST GIVER	QUEST LOCATION
Shinshin	Residential District

SUMMARY
A Nopon claims to have seen a sacred spirit. Defeat the incarnation of the Divine Nopopon in Noctilum and reveal its true form.
REWARDS
520 EXP, 49,000 Credits, Supreme Angel Wings, Supreme Angel Halo, Abominable Devil Wings, Abominable Devil Horns
OBJECTIVES
Defeat the Nopopon incarnate at Noctilum's Whale's Weeper.
Defeat the Divine Nopopon.
Defeat the Divine Nipopon.
Defeat the Divine Nupopon.
Talk to the Divine Nopopon at Noctilum's Whale's Weeper.
Talk to Shinshin at Ishmael Hills in the Residential District.

The Divine Napopon

QUEST GIVER	QUEST LOCATION
Nopopon	Noctilum

SUMMARY
Head to Oblivia and show the Divine Napopon incarnate your strength.
REWARDS
None
OBJECTIVES
Defeat the Napopon incarnate in Oblivia’s Azure Lagoon.

The Divine Nipopon

QUEST GIVER	QUEST LOCATION
Nopopon	Noctilum

SUMMARY
Head to Cauldros and show the Divine Nipopon incarnate your strength.
REWARDS
None
OBJECTIVES
Defeat Nopopon’s Incarnation at Noctilum’s Whale’s Weeper.

The Divine Nupopon

QUEST GIVER	QUEST LOCATION
Nopopon	Noctilum

SUMMARY
Head to Sylvalum and show the Divine Nupopon incarnate your strength.
REWARDS
None
OBJECTIVES
Defeat the Nupopon incarnate in Sylvalum’s Quay Hollows.

Unsatisfied Customer

QUEST GIVER	QUEST LOCATION
Chiroro	Oblivia

SUMMARY
A Nopon you assisted previously came here to create a restorative cure. Escort her safely back to New LA.
REWARDS
420 EXP, 36,000 Credits, Fwooshers Series, Ratatatta Series
OBJECTIVES
Talk to Felice in Ishmael Hills in the Residential District.

A Fateful Choice

QUEST GIVER	QUEST LOCATION
On'tonam	Residential District

SUMMARY
The Orphean betaforms have vanished into Noctilum. Locate and rescue them.
REWARDS
520 EXP, 54,000 Credits, Synchronicity
OBJECTIVES
Search for Mun'luarb in Noctilum's Divine Roost.
Search for Man'celeg in Noctilum's Divine Roost.
Search for Rin'luarb in Noctilum's Divine Roost.
Search for Run'tonam in Noctilum's Divine Roost.
Defeat Telethia, the Endbringer in Noctilum's Divine Roost.
Talk to On'tonam in the Residential District's cathedral.

The Party Line

QUEST GIVER	QUEST LOCATION
Sun'barac	Ma-non ship

SUMMARY
The Ma-non candidate looking to stand as a spokesperson for the xenoforms of New LA is highly unqualified. Ruin his chances to win.
REWARDS
500 EXP, 50,000 Credits, No Words, Supreme Snorkel, Supreme Swimsuit Bottoms
OBJECTIVES
Gather a sibercaseras mushroom in the waters off Noctilum.
Gather five sturdy drakebones from levitath in Noctilum.
Talk to Sun'barac in the starboard side of the Ma-non ship.
Find Adappin on West Melville Street in the morning and slip the drug into his food.
Find Adappin in Ishmael Hills during the afternoon and slip the drug into his food.

Find Adappin at the BLADE concourse at night and slip the drug into his food.
Listen to Adappin's speech on East Melville Street in the Commercial District.
Talk to Sun'barac in the starboard side of the Ma-non ship.
Go to the Industrial District and gather information for the purpose of Sun'barac's candidacy.
Go to the Ma-non ship and gather information for the purpose of Sun'barac's candidacy.
Go to the Residential District and gather information for the purpose of Sun'barac's candidacy.
Talk to Sun'barac in the starboard side of the Ma-non ship.

Mayday

QUEST GIVER	QUEST LOCATION
May	Oblivia

SUMMARY
May's Skell has broken down in Oblivia, leaving her stranded. Gather the materials she needs to repair it.
REWARDS
100 EXP, 4,000 Credits, Dobobora Broccoli
OBJECTIVES
Gather four vials of viscous humour from tectinsulas in Oblivia.
Gather two globs of silvery cactaceous resin in Oblivia.
Talk to May near Oblivia's Aaroy Plain.

Cooking Schooled

QUEST GIVER	QUEST LOCATION
Sherry	Administrative District

SUMMARY
Help Sherry look for the missing Wrothian.
REWARDS
490 EXP, 49,000 Credits, Six Stars Light (Male), Six Stars Medium (Male)
OBJECTIVES
Head to Barista Court in the Commercial District and look for Ni Zain.
Purchase a Chrome Sword from the shop.
Head to Barista Court in the Commercial District and give the Chrome Sword to Ni Zain.
Gather recipes in the Residential District.
Gather recipes in the Administrative District.
Gather recipes in either the industrial or Commercial District.
Talk to Ni Zain at Barista Court in the Commercial District.

Gather 10 lacey potatoes in Primordia.
Gather four keppo carrots in Primordia.
Get a marbled suid fillet from silver suids or others in Primordia.
Give the ingredients to Ni Zain at Barista Court in the Commercial District.

New Frontier

QUEST GIVER	QUEST LOCATION
Kirsty	Residential District

SUMMARY
From Mira to the stars! Help Kirsty create the next generation of FrontierNav.
REWARDS
500 EXP, 50,000 Credits, Booster Probe G2, Supreme Diving Mask, Supreme Diving Bottoms, Spatha Series
OBJECTIVES
Give 20,000 units of miranium to Kirsty at the water-purification plant in the Residential District.
Use FrontierNav to acquire 50 units of arc sand ore.
Give 50 units of arc sand ore to Kirsty at the water-purification plant in the Residential District.
Talk to Tobias in the central Industrial District.
Give 100,000 credits to Tobias in the central Industrial District.
Talk to Kirsty at the water-purification plant in the Residential District.

Data Probe Breakthrough

QUEST GIVER	QUEST LOCATION
Hugo	Industrial District

SUMMARY
Give the required miranium to Hugo and help build yet another battle probe.
REWARDS
260 EXP, 14,000 Credits, Ranged Attack Probe
OBJECTIVES
Give 20,000 units of miranium to Hugo in the Outfitters test hangar.

Data Probe Evolution

QUEST GIVER	QUEST LOCATION
Hugo	Industrial District

SUMMARY
In order to get companies to recognize Hugo's work, give Hugo the miranium he requires to build the next battle probe.
REWARDS
290 EXP, 15,000 Credits, EZ Debuff Probe
OBJECTIVES
Give 30,000 units of miranium to Hugo at the Outfitters test hangar in the Industrial District.

Data Probe Revolution

QUEST GIVER	QUEST LOCATION
Hugo	Industrial District

SUMMARY
Help the indefatigable Hugo build the battle probe.
REWARDS
320 EXP, 16,000 Credits, Attribute Resistance Probe, Meredith Medium (Male)
OBJECTIVES
Give 40,000 units of miranium to Hugo at the Outfitters test hangar in the Industrial District.

Mayhem

QUEST GIVER	QUEST LOCATION
May	Oblivia

SUMMARY
Help May search for materials.
REWARDS
110 EXP, 5,000 Credits, Sakuraba Basic (Female)
OBJECTIVES
Get two ebony evello eggs from wasteland evellos or others in Oblivia.
Gather two magical finding rods in Oblivia.
Talk to May in Oblivia's Aaroy Plain.
Get two redwood aprica antlers from wise aprica or others in Oblivia.
Talk to May in Oblivia's Aaroy Plain.

The order of the objectives change based on your interactions with May. Additionally, this mission will have a branching result based on whether or not you convinced May of the value of teamwork.

Supplies Surprise

QUEST GIVER	QUEST LOCATION
Nalu	Cauldros

SUMMARY
Nalu is crying after being threatened by the Ganglion. Gather the goods she requires.
REWARDS
160 EXP, 9,000 Credits, Dance of Deception, Youthful Sheep Horns
OBJECTIVES
Gather six deflection shield mirrors in Primordia.
Gather three multi-mirror solar drones in Oblivia.
Gather five mk. IX hypercoolers in Noctilum.
Talk to Nalu at Cauldros's Drongo Caravan.
Talk to Nalu at Cauldros's Drongo Caravan.
Talk to Lularita at Cauldros's Drongo Caravan.
Find an A-HAB autonomous AI unit in Sylvalum.
Gather eight Nostalgia L-002 units in Noctilum.
Gather 10 bullet flies in Cauldros.
Talk to Lularita at Cauldros's Drongo Caravan.
Talk to Nalu at Cauldros's Drongo Caravan.

The Bodyguard

QUEST GIVER	QUEST LOCATION
Zazazan	Cauldros

SUMMARY
Find a weapon for Zazazan's bodyguard, Harvey.
REWARDS
190 EXP, 11,000 Credits, Chilling Facade
OBJECTIVES
Purchase an Iron Sword from the shop.
Purchase a Warrior Assault Rifle from the shop.
Purchase a Titanium Shield from the shop.
Talk to Zazazan near Cauldros's Emerian Battlegrounds.

The Lurker

QUEST GIVER	QUEST LOCATION
Go Rogan	Ma-non ship

SUMMARY
There have been reports of an unsavory character lurking near New LA who is targeting BLADEs and Wrothians. Find the responsible party.
REWARDS
520 EXP, 54,000 Credits, Ultimate Technique, FILE-USP0480ME
OBJECTIVES
Talk to the individual at Headwater Summit.
Talk to Gi Zang on Primordia's Talon Rock Second Terrane.
Defeat Gi Zang on Primordia's Talon Rock Second Terrane.
Talk to Gi Zang on Primordia's Talon Rock Second Terrane.
Talk to Go Rogan on the deck of the Ma-non ship.

The Gauntlet

QUEST GIVER	QUEST LOCATION
Zo Ozuchi	Industrial District

SUMMARY
Take part in Zo Ozuchi's martial arts tournament, the Wrothian Battle Gauntlet.
REWARDS
520 EXP, 54,000 Credits, Autosentry Mk.II, Supreme Diving Bodywear, Supreme Diving Band R, Supreme Diving Band L
OBJECTIVES
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.
Defeat Zo Zazhi.
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.
Defeat the gigas nopopotamus.
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.
Defeat Slovity Pagus.
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.
Defeat Gwin.
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.
Defeat the autosentry Mk.II.
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.
Defeat Gi Zang.
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.
Defeat Ozuchi Caladar.
Talk to Zo Ozuchi at the Outfitters test hangar in the Industrial District.

Special Delivery

QUEST GIVER	QUEST LOCATION
Zazazan	Cauldros

SUMMARY
Zazazan’s package has been stolen by Harvey. Pursue the thief, retrieve the package, and deliver it to its intended destination.
REWARDS
150 EXP, Barreled Over
OBJECTIVES
Head inside Sylvalum’s Den of the Dead.
Defeat Harvey at Sylvalum’s Den of the Dead.
Defeat two BLADE troopers at Sylvalum’s Den of the Dead.
Defeat a faded nopopotamus at Sylvalum’s Den of the Dead.
Talk to Zazazan at Cauldros’s Scholes Battlegrounds.
Obey and bring the package to Bodada at the Nopon Bazaar in the Commercial District OR Ignore instructions and bring the package to Loma at the Nopon Bazaar in the Commercial District.

Leaving the Nest

QUEST GIVER	QUEST LOCATION
De Ezich	Oblivia

SUMMARY
Someone has challenged De Ezich to a duel. Take his place in the contest.
REWARDS
440 EXP, 38,000 Credits, Raidrifle Series, Wrothian Male
OBJECTIVES
Head to the duel location in Sylvalum’s Cauldros Threshold.
Defeat Sazon Caladar.
Defeat Soghu Caladar.
Talk to De Ezich at Sylvalum’s Cauldros Threshold.
Talk to De Ezich at the diner in the Industrial District.

If you tell De Ezich to stay with his parents, the final objective changes.

Plans of Attack

QUEST GIVER	QUEST LOCATION
Zo Zinath	Oblivia

SUMMARY
You have received a request from Zo Zinath to procure Ganglion weapon plans.
REWARDS
470 EXP, 32,000 Credits, Foot Soldiers, FILE-USP0980GG
OBJECTIVES
Obtain the weapon plans from Sylvalum’s Badr Stronghold.
Talk to Zo Zinath at Oblivia’s Wrothian Stronghold at nighttime.
Talk to Gi Nogan at Oblivia’s Alexander Ridge.
Hold off the Ganglion onslaught for three minutes.
Defeat the invading Marnuck surveillants within the time limit.
Talk to Zo Zinath at Oblivia’s Wrothian Stronghold at nighttime.

Basic Missions

Basic Missions

Miranium Request

QUEST GIVER	QUEST LOCATION
Miranium Researcher	Industrial District

SUMMARY
Find miranium to help further research its properties and allow us to use it more efficiently.
REWARDS
10 EXP, 1,500 Credits, Max HP Up II
OBJECTIVES
Deliver 700 units of miranium to the miranium researcher in New LA’s Industrial District.

Sirene, the Lost

QUEST GIVER	QUEST LOCATION
Pathfinders	Primordia

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Sirene, the Lost.
REWARDS
10 EXP, 1,500 Credits, Bargain Sunglasses
OBJECTIVES
Slay Sirene, the Lost at Primordia’s Sickle Rock Rise.

Rabbit Research

QUEST GIVER	QUEST LOCATION
Biologist	Primordia

SUMMARY
We are looking to conduct further research into the reproductive patterns of the local wildlife. Please bring us some zizi rabbits for research.
REWARDS
10 EXP, 1,500 Credits, Bargain Jeans
OBJECTIVES
Gather three zizi rabbits in Primordia.

Behold the Cranjelly

QUEST GIVER	QUEST LOCATION
Integrated Production Plant	Primordia

SUMMARY
Food development using Mira's bountiful supply of fruit is underway at New LA's Integrated Production Plant. Gather materials for research.
REWARDS
10 EXP, 1,500 Credits, Bargain Tank Top (Black)
OBJECTIVES
Gather four cranjellies in Primordia.

Suid Sweep

QUEST GIVER	QUEST LOCATION
Pathfinders	Primordia

SUMMARY
Brass suids are interfering with data probe installation. Go defeat the troublesome indigens.
REWARDS
10 EXP, 1,500 Credits
OBJECTIVES
Hunt four brass suids in Primordia.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Primordia

SUMMARY
Sakuraba Industries has requested that you acquire some weapon data.
REWARDS
10 EXP, 4,500 Credits, Prototype Trekware
OBJECTIVES
Equip a Titanium Knife II and hunt four creeping blattas in Primordia during the daytime.

A Clandestine Operation

QUEST GIVER	QUEST LOCATION
Mediators	Primordia

SUMMARY
We require crush rings. Further details are on a strictly need-to-know basis.
REWARDS
10 EXP, 1,500 Credits, Evasion Up II
OBJECTIVES
Gather five crush rings in Primordia.

Archibolt, the Revolutionary

QUEST GIVER	QUEST LOCATION
Harriers	Primordia

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Archibolt, the Revolutionary.
REWARDS
10 EXP, 1,500 Credits, Bargain Jacket
OBJECTIVES
Slay Archibolt, the Revolutionary at Primordia’s Biahno Lake while it’s raining.

Acorn…Abacuses?

QUEST GIVER	QUEST LOCATION
Economist	Primordia

SUMMARY
We need somebody to bring us acorn abacuses. We're looking to get a better understanding of the economic activities of those who were here before us.
REWARDS
10 EXP, 1,500 Credits, Ranged Attack Up II
OBJECTIVES
Gather three acorn abacuses in Primordia.

Suid Sirloin

QUEST GIVER	QUEST LOCATION
Diner Chef	Primordia

SUMMARY
Please bring us a suid fillet. ASAP. Our customers demand steak!
REWARDS
10 EXP, 1,500 Credits, Bargain Tee
OBJECTIVES
Harvest one suid fillet from a brass suid in Primordia.

Miranium Request

QUEST GIVER	QUEST LOCATION
Integrated-Plant Developer	Industrial District

SUMMARY
We want to use miranium to help run the Integrated Production Plant. Please bring us as much as you can.
REWARDS
10 EXP, 1,500 Credits, Bargain Tank Top (Orange)
OBJECTIVES
Give 1,200 units of miranium to the Integrated-Plant Developer in the Industrial District.

Partners in Pearls

QUEST GIVER	QUEST LOCATION
Curators	Primordia

SUMMARY
We’re looking for like-minded people to help gather sanelac pearls.
REWARDS
10 EXP, 1,500 Credits, Bargain Tank Top (Navy)
OBJECTIVES
Gather four sanelac pearls in Primordia.

Marry Me!

QUEST GIVER	QUEST LOCATION
Cedric	Residential District

SUMMARY
I want to give my love a natural pearl, but they’re so rare, no one in New LA sells them. Please help.
REWARDS
100 EXP
OBJECTIVES
Gather 10 natural pearls.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Go to the Barracks briefing room for the details. Don’t go forgetting on me.
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

Indigen Investigation

QUEST GIVER	QUEST LOCATION
Biologist	Noctilum

SUMMARY
We’re interested in studying native Miran lifeforms and would be most grateful if you could bring us some golden mortifole feathers for research.
REWARDS
10 EXP, 1,500 Credits, Prototype Workwear
OBJECTIVES
Gather two golden mortifole feathers from lake mortifoles in Noctilum.

Desdemona, the Subterranean

QUEST GIVER	QUEST LOCATION
Harriers	Noctilum

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Desdemona, the Subterranean.
REWARDS
10 EXP, 1,500 Credits, Bargain Sport Glasses
OBJECTIVES
Slay Desdemona, the Subterranean in Noctilum’s Rustpool Banks.

Mortifole Mulching

QUEST GIVER	QUEST LOCATION
Interceptors	Noctilum

SUMMARY
Some lake mortifoles have been attacking BLADEs and we need your help taking them down.
REWARDS
10 EXP, 1,500 Credits, Bargain Tank Top (Green)
OBJECTIVES
Hunt five lake mortifoles in Noctilum.

The Next Big Thing

QUEST GIVER	QUEST LOCATION
Apparel Maker Staff	Noctilum

SUMMARY
We’re looking for materials to be used in the manufacture of next season’s clothing line. Our product demands only the finest!
REWARDS
10 EXP, 1,500 Credits, Bargain Shorts
OBJECTIVES
Gather one unit of scirpo silk from scirpos in Noctilum.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Grenada GG	Noctilum

SUMMARY
We ask your help in gathering materials for the manufacture of new equipment prototypes.
REWARDS
10 EXP, 1,500 Credits, Resist Stagger II
OBJECTIVES
Harvest one blue forfex shell from cobalt forfexes in Noctilum.

Squashing Scirpos

QUEST GIVER	QUEST LOCATION
Pathfinders	Noctilum

SUMMARY
A group of amrita scirpos is causing massive disruption to data probe installation out in the field. Your help is requested in taking them out.
REWARDS
10 EXP, 1,500 Credits, Bargain Trousers
OBJECTIVES
Hunt five amrita scirpos in Noctilum.

Evello Eradication

QUEST GIVER	QUEST LOCATION
Curators	Oblivia

SUMMARY
The wasteland evello population is out of control. Go control it!
REWARDS
10 EXP, 1,500 Credits, Prototype Workpants
OBJECTIVES
Hunt five wasteland evellos in Oblivia.

Melanya, the Sound Sleeper

QUEST GIVER	QUEST LOCATION
Pathfinders	Oblivia

SUMMARY
A tyrant is interfering with FrontierNav expansion. We need your help in defeating Melanya, the Sound Sleeper.
REWARDS
10 EXP, 1,500 Credits, Prototype Scouter
OBJECTIVES
Slay Melanya, the Sound Sleeper in Oblivia's Oblivia Ingress.

Blatta Splatter

QUEST GIVER	QUEST LOCATION
Prospectors	Oblivia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the zeppelin blattas and prevent further damage.
REWARDS
10 EXP, 1,500 Credits, Potential Up II
OBJECTIVES
Hunt three zeppelin blattas in Oblivia.

From Idea to Inventory

QUEST GIVER	QUEST LOCATION
General Store Manager	Oblivia

SUMMARY
I’m looking for opaque mirrors to use in making dressing mirrors with a unique design. Help me out and I’ll reward you handsomely.
REWARDS
10 EXP, 1,500 Credits, Bargain Round Sunglasses
OBJECTIVES
Gather two opaque mirrors from soldier grexes in Oblivia.

Thinning the Thalluses

QUEST GIVER	QUEST LOCATION
Prospectors	Oblivia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the recluse thalluses and prevent further damage.
REWARDS
10 EXP, 1,500 Credits, Bargain Hoodie
OBJECTIVES
Hunt three recluse thalluses in Oblivia.

Germivores No More

QUEST GIVER	QUEST LOCATION
Interceptors	Sylvalum

SUMMARY
We’re being overrun by a herd of echo germivores! Please help us push them back.
REWARDS
100 EXP, 25,000 Credits, Prototype BLADE Wear
OBJECTIVES
Hunt eight echo germivores in Sylvalum.

Offing Ovis

QUEST GIVER	QUEST LOCATION
Pathfinders	Sylvalum

SUMMARY
A group of white ovis is causing massive disruption to data probe installation work out in the field. Your help is requested in taking them out.
REWARDS
100 EXP, 25,000 Credits, Stabilizer II
OBJECTIVES
Hunt five white ovis in Sylvalum.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Sakuraba Industries	Sylvalum

SUMMARY
Can somebody please bring us materials for a new weapon prototype?
REWARDS
100 EXP, 30,000 Credits, Bargain Tank Top (Army Yellow)
OBJECTIVES
Gather two glowing retinas from lake visigels in Sylvalum.

Skell Repair: Optics

QUEST GIVER	QUEST LOCATION
Male Mechanic	Cauldros

SUMMARY
We need you to bring us some shrad eyes for use in repairing Skells.
REWARDS
150 EXP, 35,000 Credits, Prototype BLADE Pants
OBJECTIVES
Gather three shrad eyes from quick shrads in Cauldros.

Blatta Splatter

QUEST GIVER	QUEST LOCATION
Curators	Cauldros

SUMMARY
The rust blatta population is out of control. Go control it!
REWARDS
150 EXP, 30,000 Credits, Bargain Turtleneck
OBJECTIVES
Hunt four rust blattas in Cauldros.

Leafy Learning

QUEST GIVER	QUEST LOCATION
Sullivan	Industrial District

SUMMARY
Report to the client for briefing. They are waiting at the Integrated Production Plant.
REWARDS
None
OBJECTIVES
Talk to Sullivan at the Industrial District’s Integrated Production Plant.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the Barracks briefing room for the details. No forgetting now!
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

Guinea Pigs Wanted!

QUEST GIVER	QUEST LOCATION
Alexa	Industrial District

SUMMARY
Now hiring weapon-prototype testers! Report to the Outfitters Test Hangar.
REWARDS
None
OBJECTIVES
Head to the Outfitters Test Hangar in the Industrial District.

Backup Request

QUEST GIVER	QUEST LOCATION
Phog	Residential District

SUMMARY
I could really use some help here…
REWARDS
None
OBJECTIVES
Head to the Residential District’s Water Purification Plant.

Find the Freighter

QUEST GIVER	QUEST LOCATION
Roscoe	Industrial District

SUMMARY
Report to the client for briefing. They are waiting in the Central Industrial District.
REWARDS
None
OBJECTIVES
Talk to Roscoe in the Central Industrial District.

Adsecula Extermination

QUEST GIVER	QUEST LOCATION
Interceptors	Primordia

SUMMARY
We’re being overrun by a herd of shadow adseculas! Help us push them back.
REWARDS
10 EXP, 2,500 Credits, BLADE Pants
OBJECTIVES
Hunt six shadow adseculas in Primordia.

Offing Ovis

QUEST GIVER	QUEST LOCATION
Prospectors	Primordia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the docile ovis and prevent further damage.
REWARDS
10 EXP, 2,500 Credits, Turtleneck
OBJECTIVES
Hunt six docile ovis in Primordia.

A New Taste Sensation

QUEST GIVER	QUEST LOCATION
Gastronomist	Primordia

SUMMARY
We want to give our loyal BLADEs in the field something nice to eat for breakfast. If you come across any ajira melons, we’d love to have them!
REWARDS
10 EXP, 2,500 Credits, Tank Top (Blue)
OBJECTIVES
Gather eight ajira melons in Primordia.

Tourteau, the Delectable

QUEST GIVER	QUEST LOCATION
Harriers	Primordia

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Tourteau, the Delectable.
REWARDS
10 EXP, 2,500 Credits, Melee Attack Up II
OBJECTIVES
Slay Tourteau, the Delectable at Primordia's Cliffside Beach at nighttime.

Roderick, the Fleet-Footed

QUEST GIVER	QUEST LOCATION
Curators	Primordia

SUMMARY
Roderick, the Fleet-Footed is making trouble for BLADEs in the field. End the tyrant's reign.
REWARDS
10 EXP, 2,500 Credits, Tank Top (Red)
OBJECTIVES
Slay Roderick, the Fleet-Footed in Primordia's West Janpath Plain during the day.

Skell Repair: Balancer

QUEST GIVER	QUEST LOCATION
Male Mechanic	Primordia

SUMMARY
We need you to bring us some broken pincers for use in repairing Skells.
REWARDS
10 EXP, 2,500 Credits, Resist Flinch II
OBJECTIVES
Gather five broken pincers from beach forfexes in Primordia.

Fending Off Forfexes

QUEST GIVER	QUEST LOCATION
Interceptors	Noctilum

SUMMARY
Some cobalt forfexes have been attacking BLADEs, and we need your help taking them down.
REWARDS
10 EXP, 2,500 Credits, Workwear
OBJECTIVES
Hunt three cobalt forfexes in Noctilum.

Reclaiming the Whale

QUEST GIVER	QUEST LOCATION
Reclaimers	Noctilum

SUMMARY
There are still a number of items discarded from the White Whale that could serve some use. Please bring us some gesture gloves.
REWARDS
10 EXP, 2,500 Credits, Trekpants
OBJECTIVES
Gather six gesture gloves in Noctilum.

LiLting Lilies

QUEST GIVER	QUEST LOCATION
Male BLADE	Noctilum

SUMMARY
I love my music and require a number of lea lilies to help me make a new type of instrument. Oh, and I’m due to play live soon, so if you could maybe hurry…
REWARDS
10 EXP, 2,500 Credits, BLADE Wear
OBJECTIVES
Gather six lea lilies in Noctilum.

Gaga for Guavas

QUEST GIVER	QUEST LOCATION
Diner Chef	Noctilum

SUMMARY
I'd love to make some new dishes using locally sourced ingredients. At the moment I'm experimenting with the socha guava, so bring me any you find.
REWARDS
10 EXP, 2,500 Credits, Jeans
OBJECTIVES
Gather seven socha guavas in Noctilum.

Indigen Investigation

QUEST GIVER	QUEST LOCATION
Biologist	Noctilum

SUMMARY
Help us study the characteristics of the local saltat population by bringing us a saltat horn.
REWARDS
10 EXP, 2,500 Credits, EXP Boost II
OBJECTIVES
Harvest one saltat horn from jocular saltats in Noctilum.

Popular Peppers

QUEST GIVER	QUEST LOCATION
Restaurant Owner	Oblivia

SUMMARY
We're running low on will pepper. Help resupply stocks before the local gourmands' stomachs start to grumble.
REWARDS
10 EXP, 2,500 Credits, Sunglasses
OBJECTIVES
Gather three will peppers in Oblivia.

A History Lesson

QUEST GIVER	QUEST LOCATION
Historian	Oblivia

SUMMARY
We're looking for sandstone etchings to help us better understand Miran history. Bring us any examples you come across.
REWARDS
10 EXP, 2,500 Credits, Workpants
OBJECTIVES
Gather eight sandstone etchings in Oblivia.

Edgardo, the Carefree

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
Edgardo, the Carefree is making trouble for BLADEs in the field. End the tyrant's reign.
REWARDS
10 EXP, 2,500 Credits, Tee
OBJECTIVES
Slay Edgardo, the Carefree at Oblivia's North Coast.

Offing Ovis

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
The prowler ovis population is out of control. Go control it.
REWARDS
10 EXP, 2,500 Credits, Trousers
OBJECTIVES
Hunt six prowler ovis in Oblivia.

Miranium Request

QUEST GIVER	QUEST LOCATION
Male Mechanic	Administrative District

SUMMARY
We’re short of the materials required for repairing Skells and heavy machinery. Please bring us miranium.
REWARDS
10 EXP, 2,500 Credits, Ranged Accuracy Up II
OBJECTIVES
Deliver 1,800 units of miranium to the Male Mechanic in New LA’s Administrative District.

Celedonio, the Battle-Tested

QUEST GIVER	QUEST LOCATION
Harriers	Oblivia

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Celedonio, the Battle-Tested.
REWARDS
10 EXP, 2,500 Credits, Tank Top (Violet)
OBJECTIVES
Slay Celedonio, the Battle-Tested in Oblivia’s Keegan Ridge.

Reclaiming the Whale

QUEST GIVER	QUEST LOCATION
Reclaimers	Sylvalum

SUMMARY
There are still a number of items discarded from the White Whale that could serve some use. For starters, please bring us some cordless transformers.
REWARDS
100 EXP, 30,000 Credits, Tank Top (White)
OBJECTIVES
Gather five cordless transformers in Sylvalum.

A Spicy New Spark

QUEST GIVER	QUEST LOCATION
Grenada GG	Cauldros

SUMMARY
We’re investigating possible new energy types. Please bring us some charged cayennes for research.
REWARDS
150 EXP, 35,000 Credits, Max TP Up II
OBJECTIVES
Gather five servings of charged cayenne from Cauldros.

The Skell Spectrum

QUEST GIVER	QUEST LOCATION
Male Mechanic	Cauldros

SUMMARY
Please bring us some exalting paint to help with Skell recoloring work.
REWARDS
150 EXP, 35,000 Credits, Tank Top (Gray)
OBJECTIVES
Gather three bottles of exalting paint in Cauldros.

Dirty Work

QUEST GIVER	QUEST LOCATION
Prospectors	Cauldros

SUMMARY
In order to increase mining efficiency, we want to examine native soil. Please bring us some zalon dirt.
REWARDS
150 EXP, 35,000 Credits, Sport Glasses
OBJECTIVES
Gather three piles of zalon dirt in Cauldros.

Yune, the Ambusher

QUEST GIVER	QUEST LOCATION
Prospectors	Sylvalum

SUMMARY
A tyrant is damaging an important resource supply. Take down Yune, the Ambusher before we lose any more of it.
REWARDS
200 EXP, 50,000 Credits, Hoodie
OBJECTIVES
Slay Yune, the Ambusher in Sylvalum's Seabird's Beak (appearances rare).

From Idea to Inventory

QUEST GIVER	QUEST LOCATION
General Store Manager	Oblivia

SUMMARY
I am looking to make some fine cutlery for the local restaurant trade. Please bring me a beryl aetrygon horn if you come across one.
REWARDS
10 EXP, 2,500 Credits, Weapon Attack Power Up II
OBJECTIVES
Harvest one beryl aetrygon horn from quick aetrygons in Oblivia.

Schneider, the Cliffpercher

QUEST GIVER	QUEST LOCATION
Harriers	Noctilum

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Schneider, the Cliffpercher.
REWARDS
10 EXP, 2,500 Credits, Tank Top (Yellow)
OBJECTIVES
Slay Schneider, the Cliffpercher in Noctilum.

Clean and Green

QUEST GIVER	QUEST LOCATION
Purification Plant Engineer	Primordia

SUMMARY
There is a unique type of moss with powerful soap-like properties that grows near the waterfalls in Primordia. Bring us a sample for further research.
REWARDS
10 EXP, 2,500 Credits, Round Sunglasses
OBJECTIVES
Find one clump of cleansing moss in Primordia.

Elusive Orewood

QUEST GIVER	QUEST LOCATION
Curators	Primordia

SUMMARY
We’re struggling in our efforts to acquire samples of the local plants. We ask your assistance in acquiring some arnacian orewood.
REWARDS
10 EXP, 2,500 Credits, Trekware
OBJECTIVES
Gather two units of arnacian orewood in Primordia.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Primordia

SUMMARY
Grenada GG has requested that you acquire some weapon data.
REWARDS
10 EXP, 2,500 Credits, Scouter
OBJECTIVES
Equip a Soldier Avagar and hunt four night vespers in Primordia at nighttime.

Hazmat Hunt

QUEST GIVER	QUEST LOCATION
BLADE HQ	Primordia

SUMMARY
Please bring us some auroran bones from the various caves of Primordia. They are potentially hazardous, so be careful.
REWARDS
10 EXP, 2,500 Credits, Shorts
OBJECTIVES
Gather two auroran bones in Primordia.

Miranium Exchange

QUEST GIVER	QUEST LOCATION
May May	Ma-non Ship

SUMMARY
I need a LOT of miranium, okay? But I'll pay 10,000 credits for 10,000 units, so…
REWARDS
10,000 Credits
OBJECTIVES
Gather 10,000 units of miranium and deliver it to May May.

House of Cards

QUEST GIVER	QUEST LOCATION
Yardley	Administrative District

SUMMARY
Find and return the lost keycard to the designated location at the designated time to receive a reward of 10,000 credits.
REWARDS
150 EXP
OBJECTIVES
Acquire the missing keycard from somewhere in New LA.
Deliver the keycard to Yardley in the Commercial District during the afternoon.
Talk to Yardley below the Administrative District late at night.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the Barracks briefing room for the details. You know the drill by now.
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

Backup Request

QUEST GIVER	QUEST LOCATION
Bozé	Administrative District

SUMMARY
I seek warriors who will come tyrant hunting with me. Release yourself to this! Kaaaaaatsu!
REWARDS
None
OBJECTIVES
Head to the Administrative District’s East Gate.

Securing Our Safety

QUEST GIVER	QUEST LOCATION
Ajoa	Residential District

SUMMARY
Report to the client for briefing. They are waiting at the Water Purification Plant.
REWARDS
None
OBJECTIVES
Talk to Ajoa in the Residential District’s Water Purification Plant.

Skell Maintenance

QUEST GIVER	QUEST LOCATION
Matthew	Industrial District

SUMMARY
Report to the client for briefing. They are waiting at the Outfitters Test Hangar.
REWARDS
None
OBJECTIVES
Talk to Matthew at the Industrial District's Outfitters Test Hangar.

Miranium Request

QUEST GIVER	QUEST LOCATION
Sakuraba Worker	Commercial District

SUMMARY
Bring New LA arms manufacturers the miranium they require to maintain current production rates.
REWARDS
20 EXP, 3,000 Credits, Limited Tank Top (Green)
OBJECTIVES
Deliver 2,400 units of miranium to the Sakuraba Worker in New LA's Commercial District.

Xenotech Research

QUEST GIVER	QUEST LOCATION
BLADE HQ	Primordia

SUMMARY
We require your help in sourcing T-ray lights for our studios of xenotech research.
REWARDS
20 EXP, 3,500 Credits, Limited BLADE Wear
OBJECTIVES
Gather four T-ray lights in Primordia.

A Repairman's Resolve

QUEST GIVER	QUEST LOCATION
Female Mechanic	Primordia

SUMMARY
It seems as though high accelerators may be of some use in Skell repairs. Bring us some samples if you come across any.
REWARDS
20 EXP, 3,000 Credits, Limited Jeans
OBJECTIVES
Gather seven high accelerators in Primordia.

Bloodsuckers

QUEST GIVER	QUEST LOCATION
Biologist	Primordia

SUMMARY
To further our understanding of native Miran ecology, we’re looking to increase our collection of ball mosquitos.
REWARDS
20 EXP, 3,500 Credits, Limited Scouter
OBJECTIVES
Gather 10 ball mosquitos in Primordia.

Primordian Cavern Crawl

QUEST GIVER	QUEST LOCATION
Geologist	Primordia

SUMMARY
It looks as though a species known as the grinding squirrel is responsible for creating the huge caves in Primordia. Bring us some for research.
REWARDS
20 EXP, 3,000 Credits, Limited Tank Top (Black)
OBJECTIVES
Gather 11 grinding squirrels in Primordia.

The Fearsome Placid Duoguill

QUEST GIVER	QUEST LOCATION
Pathfinders	Primordia

SUMMARY
A group of placid duoguills is causing massive disruption to data probe installation work in the field. Your help is required in taking them out.
REWARDS
20 EXP, 3,000 Credits, Limited Workwear
OBJECTIVES
Hunt two placid duoguills in Primordia at nighttime.

Sundering Saltats

QUEST GIVER	QUEST LOCATION
Reclaimers	Noctilum

SUMMARY
The jocular saltat population is out of control. Go control it.
REWARDS
20 EXP, 3,500 Credits, Limited Trousers
OBJECTIVES
Hunt two jocular saltats in Noctilum.

Alfombra, the Transcendent

QUEST GIVER	QUEST LOCATION
Reclaimers	Noctilum

SUMMARY
Alfombra, the Transcendent is making trouble for BLADEs in the field. End the tyrant’s reign.
REWARDS
20 EXP, 3,500 Credits, Boost.HP-MAX IV
OBJECTIVES
Slay Alfombra, the Transcendent in Noctilum.

Xenotech Survey

QUEST GIVER	QUEST LOCATION
BLADE HQ	Noctilum

SUMMARY
We require some samples of hexagauge for research into the enemies' technological capabilities.
REWARDS
20 EXP, 3,000 Credits, Limited Sunglasses
OBJECTIVES
Gather four hexagauges in Noctilum.

Yessenia, the Husky-Voiced

QUEST GIVER	QUEST LOCATION
Harriers	Noctilum

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Yessenia, the Husky-Voiced.
REWARDS
20 EXP, 3,500 Credits, Boost.R-ATK IV
OBJECTIVES
Slay Yessenia, the Husky-Voiced in Noctilum's Garden Spring.

No Friends Like Nopon

QUEST GIVER	QUEST LOCATION
Interceptors	Noctilum

SUMMARY
Relations with the Nopon have been improving recently. In order to further these bonds, there's a certain item I'd like you to gather.
REWARDS
10 EXP, 2,500 Credits, Jacket
OBJECTIVES
Gather 12 babaco leaves in Noctilum.

Lab Rat Run

QUEST GIVER	QUEST LOCATION
Pharmaceutical Researcher	Oblivia

SUMMARY
We're looking for some denemozumi mice for research. Bring us any you come across.
REWARDS
100 EXP, 10,000 Credits, Limited Trekware
OBJECTIVES
Gather eight denemozumi mice in Oblivia.

Eliane, the Unmoved

QUEST GIVER	QUEST LOCATION
Harriers	Oblivia

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Eliane, the Unmoved.
REWARDS
20 EXP, 3,000 Credits, Limited Hoodie
OBJECTIVES
Slay Eliane, the Unmoved in Oblivia's Barbarich Desert.

A Covert Rescue

QUEST GIVER	QUEST LOCATION
Stella	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at BLADE Tower.
REWARDS
None
OBJECTIVES
Talk to Stella at the Administrative District's BLADE Tower.

A New Audience

QUEST GIVER	QUEST LOCATION
Apparel Maker Staff	Primordia

SUMMARY
We require US-X space suits in order to help make clothing for the Ma-non.
REWARDS
20 EXP, 3,000 Credits, Limited Tee
OBJECTIVES
Gather six US-X space suits in Primordia.

Squashing Scirpos

QUEST GIVER	QUEST LOCATION
Interceptors	Primordia

SUMMARY
There have been a string of BLADE casualties attributed to jade scirpos. I want you to clear them out.
REWARDS
20 EXP, 3,500 Credits, Limited Workpants
OBJECTIVES
Hunt five jade scirpos in Primordia.

An Ancient Mystery

QUEST GIVER	QUEST LOCATION
Historian	Primordia

SUMMARY
We're looking for samples of ancient allure to help us better understand Miran history. Bring us any examples you come across.
REWARDS
20 EXP, 3,000 Credits, Redesigned Tank Top (White)
OBJECTIVES
Gather six ancient allures in Primordia.

Hephaestus, the Absconder

QUEST GIVER	QUEST LOCATION
Harriers	Primordia

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Hephaestus, the Absconder.
REWARDS
20 EXP, 3,000 Credits, Theroid Slayer II
OBJECTIVES
Slay Hephaestus, the Absconder on Primordia's East Gate Plain at nighttime.

Search Request

QUEST GIVER	QUEST LOCATION
Male BLADE	Primordia

SUMMARY
My dog ran off to the Biahno River in Primordia. Someone please bring him home!
REWARDS
10 EXP, 1,500 Credits, Bargain Tank Top (Pink), Labrador
OBJECTIVES
Retrieve the runaway dog from the area of Primordia's Biahno River.

Oskar, the Summer Squall

QUEST GIVER	QUEST LOCATION
Pathfinders	Noctilum

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Oskar, the Summer Squall.
REWARDS
20 EXP, 3,000 Credits, Limited Shorts
OBJECTIVES
Slay Oskar, the Summer Squall at Noctilum's Rust Lake during the day.

Finding Morrows Today

QUEST GIVER	QUEST LOCATION
Botanist	Noctilum

SUMMARY
We're researching the unusual types of flora found in Noctilum and require some flowering morrow fern to boost our collection.
REWARDS
20 EXP, 3,000 Credits, Limited Round Sunglasses
OBJECTIVES
Gather five flowering morrow ferns in Noctilum.

Productivity Power-Up

QUEST GIVER	QUEST LOCATION
Male Mechanic	Noctilum

SUMMARY
If we had some 3D printers, we could increase our working efficiency tenfold. If you stumble across any, please feel free to donate them.
REWARDS
20 EXP, 3,500 Credits, Redesigned Tank Top (Army Green)
OBJECTIVES
Gather four 3D printers in Noctilum.

Lost Memento

QUEST GIVER	QUEST LOCATION
Female BLADE	Oblivia

SUMMARY
I've lost a locket containing a photograph of my parents. Please bring it back if you find it. It means so much to me!
REWARDS
20 EXP, 3,000 Credits, Limited Sport Glasses
OBJECTIVES
Find a locket in Oblivia.

The Scrubdown

QUEST GIVER	QUEST LOCATION
Male Mechanic	Oblivia

SUMMARY
Please bring us some hard pom-poms. You would not believe how useful they are for cleaning Skells.
REWARDS
20 EXP, 3,000 Credits, Redesigned Tank Top (Blue)
OBJECTIVES
Gather three hard pom-poms from ovis in Oblivia.

Mephite Mayhem

QUEST GIVER	QUEST LOCATION
Interceptors	Oblivia

SUMMARY
We’re being overrun by a herd of stray mephites! Please help us push them back.
REWARDS
20 EXP, 3,500 Credits, Ranged Attack Up IV
OBJECTIVES
Hunt six stray mephites in Oblivia.

Standing Tall(er)

QUEST GIVER	QUEST LOCATION
Nopon Commerce Guild	Oblivia

SUMMARY
Bring us some spine-o-correctors to help get the population back into shape.
REWARDS
20 EXP, 3,500 Credits, Redesigned Tank Top (Navy)
OBJECTIVES
Gather 10 spine-o-correctors in Oblivia.

De-stressing Delicacy

QUEST GIVER	QUEST LOCATION
Diner Chef	Sylvalum

SUMMARY
I’d like you to bring me a vegetable with relaxation properties to use in a stress-relief menu.
REWARDS
100 EXP, 10,000 Credits, Limited Trekpants
OBJECTIVES
Gather four bunches of yaya sesame in Sylvalum.

Glamor Girl

QUEST GIVER	QUEST LOCATION
Female BLADE	Sylvalum

SUMMARY
A life without glamor is a life without joy! And I would be so unbelievably grateful if you could bring me some samples of the beautiful queen’s rapture.
REWARDS
150 EXP, 25,000 Credits, Theroid Criticals Up II
OBJECTIVES
Gather five queen’s raptures in Sylvalum.

A Crickety Cure

QUEST GIVER	QUEST LOCATION
General Store Manager	Sylvalum

SUMMARY
The chirps of glassy crickets have been shown to calm the nerves of those out in the field. Collect a few to help provide comfort to some loyal BLADEs.
REWARDS
150 EXP, 25,000 Credits, Limited Tank Top (Navy)
OBJECTIVES
Gather three glassy crickets in Sylvalum.

Angelita, the Blade Bouquet

QUEST GIVER	QUEST LOCATION
Drongo Caravan	Cauldros

SUMMARY
Blade Bouquet Angelita is being mean to Nopon! Make dumb tyrant pay!
REWARDS
150 EXP, 15,000 Credits, SpecUp.PHYS-RES IV
OBJECTIVES
Slay Angelita, the Blade Bouquet at Cauldros's Mount M'gando.

Culling Caecuses

QUEST GIVER	QUEST LOCATION
Interceptors	Cauldros

SUMMARY
There have been a string of BLADE casualties attributed to thug caecuses. I want you to clear them out.
REWARDS
150 EXP, 15,000 Credits, SpecUp.BEAM-RES IV
OBJECTIVES
Hunt four thug caecuses in Cauldros.

Party Procurement

QUEST GIVER	QUEST LOCATION
Female NLA Resident	Cauldros

SUMMARY
We're planning on throwing a huge party for New LA and require something special for the lighting. Please bring us a collection of shooting fireflies.
REWARDS
150 EXP, 15,000 Credits, Redesigned Tank Top (Red)
OBJECTIVES
Gather four shooting fireflies in Cauldros.

Pounding Puges

QUEST GIVER	QUEST LOCATION
Pathfinders	Cauldros

SUMMARY
A group of porter puges is causing disruption to data probe installation work out in the field. Your help is requested in taking them out.
REWARDS
250 EXP, 25,000 Credits, Insectoid Criticals Up II
OBJECTIVES
Hunt three porter puges in Cauldros.

Mesgen, the Fairweathered

QUEST GIVER	QUEST LOCATION
Prospectors	Primordia

SUMMARY
A tyrant is damaging an important resource supply. Take down Mesgen the Fairweathered before we lose any more of it.
REWARDS
20 EXP, 3,000 Credits, Limited Turtleneck
OBJECTIVES
Slay Mesgen, the Fairweathered at Primordia's Sayram Lake.

Casper, the Unhealthy Eater

QUEST GIVER	QUEST LOCATION
Curators	Primordia

SUMMARY
Casper, the Unhealthy Eater is on the rampage and preventing important work from being completed. We need your assistance in taking him down.
REWARDS
20 EXP, 3,000 Credits, Max HP Up IV
OBJECTIVES
Slay Casper, the Unhealthy Eater in Primordia at nighttime.

Top-Secret Mission

QUEST GIVER	QUEST LOCATION
Julius	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at BLADE Tower.
REWARDS
None
OBJECTIVES
Talk to Julius at the Administrative District’s BLADE Tower.

Engrossed in Grosium

QUEST GIVER	QUEST LOCATION
Meredith & Co.	Primordia

SUMMARY
We are investigating possible new energy types. Please bring us some grosium cores for research.
REWARDS
30 EXP, 5,000 Credits, Upgraded Trekware
OBJECTIVES
Gather three grosium cores in Primordia.

Miranium Request

QUEST GIVER	QUEST LOCATION
Meredith Worker	Administrative District

SUMMARY
In order to ensure that the New LA arms manufacturers can maintain current production rates, bring them the miranium they require.
REWARDS
30 EXP, 5,000 Credits, Redesigned Jeans
OBJECTIVES
Deliver 4,000 units of miranium to the Meredith & Co. worker in New LA’s Administrative District.

Miranium Exchange

QUEST GIVER	QUEST LOCATION
May May	Ma-non Ship

SUMMARY
Did you know we have a special deal? 20,000 credits for 10,000 units of miranium…
REWARDS
20,000 Credits
OBJECTIVES
Gather 10,000 units of miranium and deliver it to May May.

The Jewelmonger

QUEST GIVER	QUEST LOCATION
Omari	Primordia

SUMMARY
I'm in the process of making a ring for a very specific client and require a couple of lepyx sunstones. Bring me any you come across and you'll be rewarded.
REWARDS
30 EXP, 5,000 Credits, Redesigned Tee
OBJECTIVES
Gather two lepyx sunstones from wood lepyxes in Primordia.

Talk of the Town

QUEST GIVER	QUEST LOCATION
General Store Owner	Primordia

SUMMARY
Demand for mirage scopes has gone through the roof, and we just don't have enough in stock. Help us replenish our supplies!
REWARDS
30 EXP, 5,000 Credits, Redesigned Sport Glasses
OBJECTIVES
Gather nine mirage scopes in Primordia.

Ridill, the Arrogant

QUEST GIVER	QUEST LOCATION
Harriers	Primordia

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Ridill, the Arrogant.
REWARDS
30 EXP, 5,000 Credits, Redesigned Shorts
OBJECTIVES
Slay Ridill, the Arrogant around Primordia’s Northpointe Beach (appearances rare).

Plucking Auravises

QUEST GIVER	QUEST LOCATION
Interceptors	Primordia

SUMMARY
There have been a string of BLADE casualties attributed to reaver auravises. I want you to clear them out.
REWARDS
30 EXP, 5,000 Credits, Redesigned Hoodie
OBJECTIVES
Hunt two reaver auravises in Primordia.

Papil Punisher

QUEST GIVER	QUEST LOCATION
Interceptors	Primordia

SUMMARY
There have been a string of BLADE casualties attributed to lake papils. I want you to clear them out.
REWARDS
20 EXP, 3,500 Credits, Limited BLADE Pants
OBJECTIVES
Hunt seven lake papils in Primordia during the day.

Dieter, the Epicure

QUEST GIVER	QUEST LOCATION
Pathfinders	Primordia

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Dieter, the Epicure.
REWARDS
30 EXP, 5,000 Credits, Upgraded Trekpants
OBJECTIVES
Slay Dieter, the Epicure at Primordia's Talon Rock Second Terrane.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Noctilum

SUMMARY
Grenada GG has requested that you acquire some weapon data.
REWARDS
30 EXP, 5,000 Credits, Upgraded Workwear
OBJECTIVES
Equip an Ophidian Psylans and hunt three spear insidias in Noctilum.

Aria, the Zauberflöte

QUEST GIVER	QUEST LOCATION
Curators	Noctilum

SUMMARY
Aria, the Zauberflöte is on the rampage and preventing important work from being completed. Your assistance is required in taking it down.
REWARDS
30 EXP, 5,000 Credits, Upgraded BLADE Pants
OBJECTIVES
Slay Aria, the Zauberflöte at Noctilum's Rust Lake.

Coolest of the Cool

QUEST GIVER	QUEST LOCATION
Dodonga Caravan	Noctilum

SUMMARY
Nopon need friend to find sharp germivore jaws so we can build more tents. So comfy! Such breezes!
REWARDS
20 EXP, 3,500 Credits, Limited Jacket
OBJECTIVES
Gather three sharp germivore jaws from terror germivores in Noctilum.

Must-Have Blobs

QUEST GIVER	QUEST LOCATION
Nopon Commerce Guild	Noctilum

SUMMARY
Savvy Nopon merchant is looking to increase stock of loathsome blobs. Big money waiting for friend who can track some down!
REWARDS
20 EXP, 3,500 Credits, Redesigned Tank Top (Pink)
OBJECTIVES
Gather seven loathsome blobs in Noctilum.

A Hard Pill to Swallow

QUEST GIVER	QUEST LOCATION
Pharmaceutical Researcher	Noctilum

SUMMARY
It seems that a unique type of toxic crystal is formed in Noctilum's Vitriol Cesspool. If you get your hands on any, please donate them for research.
REWARDS
30 EXP, 5,000 Credits, Redesigned Round Sunglasses
OBJECTIVES
Find one violet crystal in Noctilum.

Mikulas, the Keystone

QUEST GIVER	QUEST LOCATION
Pathfinders	Sylvalum

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Mikulas, the Keystone.
REWARDS
50 EXP, 5,000 Credits, Boost.M-ACC IV
OBJECTIVES
Slay Mikulas, the Keystone in Sylvalum's West Ciel Sandsea.

Filter Testing

QUEST GIVER	QUEST LOCATION
Purification Plant Engineer	Noctilum

SUMMARY
We'd like to test whether we could use transparent membranes in a water-filtration device at the water plant. Bring us a number of samples if you find any.
REWARDS
20 EXP, 3,000 Credits, Limited Tank Top (Orange)
OBJECTIVES
Gather five transparent membranes from spring unafulges in Noctilum.

Garlic 2.0

QUEST GIVER	QUEST LOCATION
Integrated Production Plant	Oblivia

SUMMARY
Food development using Mira's bountiful supply of vegetables is underway at New LA's Integrated Production Plant. Gather materials for research.
REWARDS
30 EXP, 5,000 Credits, Redesigned Jacket
OBJECTIVES
Gather 10 bulbs of shinuyuni garlic in Oblivia.

Axing Falsaxum

QUEST GIVER	QUEST LOCATION
Interceptors	Oblivia

SUMMARY
We’re being overrun by a herd of lake falsaxum! Please help us push them back.
REWARDS
30 EXP, 5,000 Credits, Redesigned Sunglasses
OBJECTIVES
Hunt six lake falsaxum in Oblivia.

Skell Repair: Frame

QUEST GIVER	QUEST LOCATION
Male Mechanic	Oblivia

SUMMARY
Genuine frames are required for Skell repair work. Bring us any you find.
REWARDS
30 EXP, 5,000 Credits, Boost.R-ACC-IV
OBJECTIVES
Gather two genuine frames from palace queen qmoevas in Oblivia.

Octo-suka Leg Surprise

QUEST GIVER	QUEST LOCATION
Restaurant Owner	Oblivia

SUMMARY
I have a feeling octo-suka will be the next big thing in the New LA dining scene. Get me some samples of the raw ingredient, and I’ll turn it into something tasty!
REWARDS
30 EXP, 5,000 Credits, Redesigned Tank Top (Black)
OBJECTIVES
Gather 12 octo-sukas in Oblivia.

Ludvik, the Picky Eater

QUEST GIVER	QUEST LOCATION
Curators	Oblivia

SUMMARY
Ludvik, the Picky Eater is on the rampage and preventing important work from being completed. Your assistance is required in taking it down.
REWARDS
30 EXP, 5,000 Credits, Potential Up IV
OBJECTIVES
Slay Ludvik, the Picky Eater in Oblivia's Keegan Ridge during the day.

Emergency Stores

QUEST GIVER	QUEST LOCATION
General Store Owner	Noctilum

SUMMARY
We need a large number of katoan leaves to meet the current demand for emergency lighting.
REWARDS
30 EXP, 5,000 Credits, Upgraded Workpants
OBJECTIVES
Gather 10 katoan leaves in Noctilum.

From Idea to Inventory

QUEST GIVER	QUEST LOCATION
General Store Manager	Noctilum

SUMMARY
I have been tasked with building a luxurious bath for a certain high flier in New LA but am short of fine aprica wood. Please look into this for me.
REWARDS
30 EXP, 5,000 Credits, Upgraded BLADE Wear
OBJECTIVES
Gather two units of fine aprica wood from forest aprica in Noctilum during the day.

Extreme Fluffiness

QUEST GIVER	QUEST LOCATION
Dodonga Caravan	Noctilum

SUMMARY
Nopon friends need some green simius manes to make soft, fluffy mats for sleeping on. Please help!
REWARDS
30 EXP, 5,000 Credits, Redesigned Trousers
OBJECTIVES
Gather three green simius manes from angry simius in Noctilum.

Indigen Investigation

QUEST GIVER	QUEST LOCATION
Biologist	Noctilum

SUMMARY
We are interested in studying native Miran lifeforms and would be most grateful if you could bring us some moving thallus tails for research.
REWARDS
20 EXP, 3,500 Credits, SpecUp.APP-HP IV
OBJECTIVES
Gather three moving thallus tails from false thalluses in Noctilum.

Skell Repair: Arm

QUEST GIVER	QUEST LOCATION
Female Mechanic	Noctilum

SUMMARY
Bring us some terebra oil grease to help with Skell repair operations.
REWARDS
20 EXP, 3,500 Credits, Boost.M-ATK IV
OBJECTIVES
Gather three bottles of terebra oil grease from nomad terebras in Noctilum.

Taming Tectinsulas

QUEST GIVER	QUEST LOCATION
Prospectors	Oblivia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the clay tectinsulas and prevent further damage.
REWARDS
20 EXP, 3,000 Credits, Max TP Up IV
OBJECTIVES
Hunt seven clay tectinsulas in Oblivia.

From Idea to Inventory

QUEST GIVER	QUEST LOCATION
General Store Manager	Oblivia

SUMMARY
I’ve been asked to make an antique-looking chandelier, but I’m lacking certain materials. Please bring me some aprica back moss if you find any.
REWARDS
20 EXP, 3,000 Credits, Melee: Blackout II
OBJECTIVES
Gather two aprica back moss from wise aprica in Oblivia.

Asana, the Azure Star

QUEST GIVER	QUEST LOCATION
Pathfinders	Sylvalum

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Asana, the Azure Star.
REWARDS
50 EXP, 5,000 Credits, Redesigned Tank Top (Green)
OBJECTIVES
Slay Asana, the Azure Star at Sylvalum’s Lake Ciel.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Meredith & Co.	Sylvalum

SUMMARY
We need your help gathering materials for the manufacture of new equipment prototypes.
REWARDS
50 EXP, 5,000 Credits, Redesigned Tank Top (Army Yellow)
OBJECTIVES
Gather two vivohast crescent hooks from carrion vivohasts in Sylvalum.

Rocky Research

QUEST GIVER	QUEST LOCATION
Geologist	Sylvalum

SUMMARY
We're looking into rock formation in Sylvalum and require some grandan rocks for our collection.
REWARDS
50 EXP, 5,000 Credits, Slayer.THEROID IV
OBJECTIVES
Gather four grandan rocks in Sylvalum.

The Jewelmonger

QUEST GIVER	QUEST LOCATION
Omari	Sylvalum

SUMMARY
I'm in the process of making a necklace for a specific client and require a number of giant blue pearls. If you bring me some, I'll make sure you're rewarded.
REWARDS
150 EXP, 25,000 Credits, Tank Top (Army Green)
OBJECTIVES
Gather two giant blue pearls from strange liceors in Sylvalum.

The Next Big Thing

QUEST GIVER	QUEST LOCATION
Apparel Maker Staff	Sylvalum

SUMMARY
We're looking for materials to be used in the manufacture of next season's clothing line. Our product demands only the finest!
REWARDS
100 EXP, 10,000 Credits, Redesigned Tank Top (Yellow)
OBJECTIVES
Gather three units of shimmering silk from abyss sacrifoles in Sylvalum.

Adsecula Extermination

QUEST GIVER	QUEST LOCATION
Curators	Sylvalum

SUMMARY
The sparrow adsecula population is out of control. Go control it.
REWARDS
50 EXP, 5,000 Credits, Redesigned Tank Top (Orange)
OBJECTIVES
Hunt four sparrow adseculas in Sylvalum.

Recycled Octopi

QUEST GIVER	QUEST LOCATION
Female Mechanic	Cauldros

SUMMARY
We need a number of octopus regulators for Skell repair work. Leave no Skell behind!
REWARDS
100 EXP, 5,000 Credits, Upgraded Scouter
OBJECTIVES
Gather four octopus regulators in Cauldros.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Cauldros

SUMMARY
Sakuraba Industries has requested that you acquire some weapon data.
REWARDS
250 EXP, 30,000 Credits, Limited Tank Top (Pink)
OBJECTIVES
Equip Warrior Dual Guns and hunt four thulium petramands in Cauldros.

Vanquishing Visigels

QUEST GIVER	QUEST LOCATION
Curators	Cauldros

SUMMARY
The coast visigel population is out of control. Go control it.
REWARDS
150 EXP, 15,000 Credits, Redesigned Tank Top (Violet)
OBJECTIVES
Hunt four coast visigels in Cauldros.

Nopon Culture 101

QUEST GIVER	QUEST LOCATION
Mediators	Cauldros

SUMMARY
With the recent improvement in Nopon-human relations, interest in their customs and culture has also increased. Find some dark lanterns for study.
REWARDS
100 EXP, 5,000 Credits, Mechanoid Slayer IV
OBJECTIVES
Gather five dark lanterns in Cauldros.

Laying Lophids Law

QUEST GIVER	QUEST LOCATION
Interceptors	Cauldros

SUMMARY
We’re being overrun by a herd of blazing lophids. Please help us push them back.
REWARDS
100 EXP, 5,000 Credits, Redesigned Turtleneck
OBJECTIVES
Hunt five blazing lophids in Cauldros.

The Next Big Thing

QUEST GIVER	QUEST LOCATION
Apparel Maker Staff	Cauldros

SUMMARY
We’re looking for materials to be used in the manufacture of next season’s clothing line. Our product demands only the finest materials!
REWARDS
250 EXP, 30,000 Credits, Piscinoid Criticals Up II
OBJECTIVES
Gather two strands of petramand black silk from praseodymium petramands in Cauldros.

Thick-Skinned

QUEST GIVER	QUEST LOCATION
Male Mechanic	Sylvalum

SUMMARY
Protective hard skins offer both high defensive strength and low weight. Bring us a few pieces for use by the Skell maintenance teams.
REWARDS
100 EXP, 10,000 Credits, Melee Attack Up IV
OBJECTIVES
Gather four hard skins in Sylvalum.

Papil Punisher

QUEST GIVER	QUEST LOCATION
Interceptors	Sylvalum

SUMMARY
There have been a string of BLADE casualties attributed to sorcerer papils. I want you to clear them out.
REWARDS
150 EXP, 20,000 Credits, Resist Topple II
OBJECTIVES
Hunt five sorcerer papils in Sylvalum.

A Look at Lichen

QUEST GIVER	QUEST LOCATION
Botanist	Noctilum

SUMMARY
We are looking to conduct further research into the reproductive patterns of the local wildlife. Please bring us some tectinsula back moss for research.
REWARDS
20 EXP, 3,000 Credits, Limited Tank Top (Army Yellow)
OBJECTIVES
Gather two clumps of tectinsula back moss from hermit tectinsulas in Noctilum.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Noctilum

SUMMARY
Sakuraba Industries has requested that you acquire some weapon data.
REWARDS
20 EXP, 3,000 Credits, Insectoid Slayer II
OBJECTIVES
Equip a Warrior Raygun and hunt two raging simius in Noctilum.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Meredith & Co.	Noctilum

SUMMARY
We ask your help gathering materials for the manufacture of new equipment prototypes.
REWARDS
20 EXP, 3,500 Credits, Melee: Physical Res Down IV
OBJECTIVES
Gather two insidia mohawks from insidias in Noctilum.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Noctilum

SUMMARY
Sakuraba Industries has requested that you acquire some weapon data.
REWARDS
20 EXP, 3,000 Credits, Redesigned Tank Top (Gray)
OBJECTIVES
Equip a Chrome Shield and hunt five spring unafulges in Noctilum.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the Barracks briefing room for the details. Same as usual, yeah?
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

The Rescue Request

QUEST GIVER	QUEST LOCATION
Sevvy Belgazus	Ma-non Ship

SUMMARY
Report to the client for briefing. They are waiting in the starboard side of the Ma-non Ship.
REWARDS
None
OBJECTIVES
Talk to Sevvy Belgazus in the starboard side of the Ma-non Ship.

The Scars of War

QUEST GIVER	QUEST LOCATION
Hala Gorida	Ma-non Ship

SUMMARY
Report to the client for briefing. They are waiting in the port side of the Ma-non Ship.
REWARDS
None
OBJECTIVES
Talk to Hala Gorida in the port side of the Ma-non Ship.

A Concerned Citizen

QUEST GIVER	QUEST LOCATION
Alex	Commercial District

SUMMARY
Report to the client for briefing. They are waiting on West Melville Street.
REWARDS
None
OBJECTIVES
Talk to Alex on the Commercial District’s West Melville Street.

Rendezvous at the Lab!

QUEST GIVER	QUEST LOCATION
Veven	Industrial District

SUMMARY
Report to the client for briefing. They are waiting at Professor B’s Lab.
REWARDS
None
OBJECTIVES
Talk to Veven at Professor B’s research lab in the Industrial District.

Departure’s Eve

QUEST GIVER	QUEST LOCATION
Kun’luarb	Residential District

SUMMARY
Report to the client for briefing. They are waiting near Ishmael Hills.
REWARDS
None
OBJECTIVES
Talk to Kun’luarb in the Residential District’s Ishmael Hills.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the Barracks briefing room for the details. …I don’t need to keep telling you this, do I?
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

The Search for Kun’luarb

QUEST GIVER	QUEST LOCATION
Kun’luarb	Residential District

SUMMARY
Report to the client for briefing. They are waiting in Deliverance Park.
REWARDS
None
OBJECTIVES
Talk to Kun'luarb in the Residential District's Deliverance Park.

Anomaly Analysis

QUEST GIVER	QUEST LOCATION
Julius	Commercial District

SUMMARY
Report to the client for briefing. They are waiting on West Melville Street.
REWARDS
None
OBJECTIVES
Talk to Julius on the Commercial District's West Melville Street.

Tech Supply

QUEST GIVER	QUEST LOCATION
Tan'celeg	Industrial District

SUMMARY
Report to the client for briefing. They are waiting at the Outfitters Test Hangar.
REWARDS
None
OBJECTIVES
Talk to Tan'celeg at the Industrial District's Outfitters Test Hangar.

Find My Doc!

QUEST GIVER	QUEST LOCATION
Jalimbo	Residential District

SUMMARY
Report to the client for briefing. They are waiting at the cathedral.
REWARDS
None
OBJECTIVES
Talk to Jalimbo at the Residential District’s cathedral.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the Barracks briefing room for the details. You tired of hearing me say that yet?
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

Escort Requested

QUEST GIVER	QUEST LOCATION
Alice	Residential District

SUMMARY
Report to the client for briefing. They are waiting in Deliverance Park.
REWARDS
None
OBJECTIVES
Talk to Alice in the Residential District’s Deliverance Park.

Misery of Moimoi!

QUEST GIVER	QUEST LOCATION
Moimoi	Industrial District

SUMMARY
Report to the client for briefing. They are waiting in the Central Industrial District.
REWARDS
None
OBJECTIVES
Talk to Moimoi in the Central Industrial District.

Top-Secret Mission

QUEST GIVER	QUEST LOCATION
Stella	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at BLADE Tower.
REWARDS
None
OBJECTIVES
Talk to Stella at the Administrative District's BLADE Tower.

Flight Module

QUEST GIVER	QUEST LOCATION
Vandham	Industrial District

SUMMARY
Report to the client for briefing. They are waiting at the Outfitters Test Hangar.
REWARDS
None
OBJECTIVES
Head to the Outfitters Test Hangar in the Industrial District.

In Need of a Hand

QUEST GIVER	QUEST LOCATION
Shiraton	Commercial District

SUMMARY
Report to the client for briefing. They are waiting on West Melville Street.
REWARDS
None
OBJECTIVES
Talk to Shiraton on the Commercial District’s West Melville Street.

Tree Lovers Only

QUEST GIVER	QUEST LOCATION
Naza Tenpanzi	Residential District

SUMMARY
Report to the client for briefing. They are waiting in Deliverance Park.
REWARDS
None
OBJECTIVES
Talk to Naza Tenpanzi in the Residential District’s Deliverance Park.

Miranium Exchange

QUEST GIVER	QUEST LOCATION
May May	Ma-non Ship

SUMMARY
Did you know we have a special deal? 50,000 credits for 10,000 units of miranium…
REWARDS
50,000 Credits
OBJECTIVES
Gather 10,000 units of miranium and deliver it to May May.

Miranium Request

QUEST GIVER	QUEST LOCATION
New LA Waterworks Chief	Residential District

SUMMARY
Large volumes of miranium are required in order to stabilize the running of the Water Purification Plant. Help us keep our supplies intact.
REWARDS
40 EXP, 7,500 Credits, Melee: Beam Res Down VI
OBJECTIVES
Deliver 3,600 units of miranium to the New LA Waterworks Chief in New LA’s Residential District.

Sundering Saltats

QUEST GIVER	QUEST LOCATION
Reclaimers	Primordia

SUMMARY
The viridian saltat population is out of control. Go control it.
REWARDS
40 EXP, 7,500 Credits, Prime Trekpants
OBJECTIVES
Hunt four viridian saltats in Primordia.

Mortifole Mulching

QUEST GIVER	QUEST LOCATION
Prospectors	Primordia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the pit mortifoles and prevent further damage.
REWARDS
40 EXP, 7,500 Credits, Prime Workwear
OBJECTIVES
Hunt four pit mortifoles in Primordia.

A Precious Legacy

QUEST GIVER	QUEST LOCATION
Reclaimers	Primordia

SUMMARY
There are still a number of items discarded from the White Whale that could serve some use. Please bring us some centrifugal beam generators.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Violet)
OBJECTIVES
Gather 11 centrifugal beam generators in Primordia.

Ictus Infestation

QUEST GIVER	QUEST LOCATION
Prospectors	Primordia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the inferno ictuses and prevent further damage.
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (White)
OBJECTIVES
Hunt three inferno ictuses in Primordia.

Scaling Up

QUEST GIVER	QUEST LOCATION
Physicist	Noctilum

SUMMARY
If we can decipher the working of the scales of justice, we may be able to discover a new type of energy.
REWARDS
40 EXP, 7,500 Credits, Prime Tee
OBJECTIVES
Gather three scales of justice in Noctilum.

Miranium Request

QUEST GIVER	QUEST LOCATION
Male Ma-non	Ma-non Ship

SUMMARY
We’re looking to turn our invention into an actual marketable product, if that makes sense? But we need someone to bring us some miranium first, okay?
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Orange)
OBJECTIVES
Deliver 5,700 units of miranium to the Male Ma-non on the Ma-non Ship.

Night Combat Puge

QUEST GIVER	QUEST LOCATION
Harriers	Cauldros

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating the night combat puge.
REWARDS
50 EXP, 7,500 Credits, Prime Tank Top (Green)
OBJECTIVES
Slay the Night Combat Puge at Cauldros’s Ruined City of O’rrh Sim at nighttime.

Ferdinand, the Fortuitous

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Oblivia

SUMMARY
Ferdinand, the Fortuitous has been terrorizing poor innocent Nopon! Make it stop, meh-meh!
REWARDS
40 EXP, 7,500 Credits, Resist Stagger VI
OBJECTIVES
Slay Ferdinand, the Fortuitous in Oblivia’s Lake Basel.

Camille, the Immortal

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Camille, the Immortal is attacking Nopon caravans! Friends must make him pay!
REWARDS
40 EXP, 7,500 Credits, Prime Jacket
OBJECTIVES
Slay Camille, the Immortal at Sylvalum's Cleansing Spring.

Pounding Puges

QUEST GIVER	QUEST LOCATION
Prospectors	Sylvalum

SUMMARY
Some mechanoids are damaging an important resource supply. Take down the knight puges before we lose any more of it.
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Navy)
OBJECTIVES
Hunt six knight puges in Sylvalum.

Nixing Lepyxes

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Pollen lepyxes are interfering with Nopon transport routes! Go stop them before the supply of excellent Nopon goods dries up!
REWARDS
40 EXP, 7,500 Credits, SpecUp.ELEC-RES VI
OBJECTIVES
Hunt three pollen lepyxes in Sylvalum.

Nopon Chest

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Nopon dressers are finest in all the land, but we need starmakers to build them. Friend must help us out!
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Red)
OBJECTIVES
Gather five starmakers in Sylvalum.

Duoguill Duty

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Oblivia

SUMMARY
Stupid thunder duoguills have surrounded Nopon caravan! Friends must make them pay!
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Black)
OBJECTIVES
Hunt four thunder duoguills in Oblivia.

Suid Sweep

QUEST GIVER	QUEST LOCATION
Interceptors	Noctilum

SUMMARY
Forest suids have been attacking BLADEs, and we need your help taking them down.
REWARDS
40 EXP, 7,500 Credits, Mechanoid Criticals Up VI
OBJECTIVES
Hunt five forest suids in Noctilum.

Ridding Insidias

QUEST GIVER	QUEST LOCATION
Reclaimers	Noctilum

SUMMARY
BLADE work is being hindered by vermilion insidias. You are tasked with taking them out.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Army Yellow)
OBJECTIVES
Hunt three vermilion insidias in Noctilum.

Miranium Request

QUEST GIVER	QUEST LOCATION
Orphean	Ma-non Ship

SUMMARY
My Ovah is telling me that I should develop something of use to New LA. Please bring me the miranium I need to construct a prototype.
REWARDS
40 EXP, 7,500 Credits, Prime Trousers
OBJECTIVES
Deliver 7,000 units of miranium to the Orpheans in the port side of the Ma-non Ship.

Aprica Assault

QUEST GIVER	QUEST LOCATION
Prospectors	Primordia

SUMMARY
Whole areas filled with vital resources are being laid waste to by a couple of aggressive indigens. Defeat the daylight aprica and prevent further damage.
REWARDS
40 EXP, 7,500 Credits, Prime Shorts
OBJECTIVES
Hunt two daylight aprica in Primordia during the day.

Can’t Make an Omelet…

QUEST GIVER	QUEST LOCATION
Restaurant Owner	Primordia

SUMMARY
It would be greatly appreciated if you could bring me some meaty evello eggs for the morning omelet rush.
REWARDS
40 EXP, 7,500 Credits, Prime Workpants
OBJECTIVES
Gather three meaty evello eggs from quick evellos in Primordia during the day.

A Moment of Brilliance

QUEST GIVER	QUEST LOCATION
Café Manager	Primordia

SUMMARY
I’m thinking about decorating my shop with a display of unusual and fantastical flowers. Please bring me some sweet nerines to help begin my collection.
REWARDS
40 EXP, 7,500 Credits, Prime BLADE Wear
OBJECTIVES
Gather 10 sweet nerines in Primordia.

Indigen Investigation

QUEST GIVER	QUEST LOCATION
Biologist	Primordia

SUMMARY
We are interested in studying native Miran lifeforms and would be most grateful if you could bring us some slimy tongues for research.
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Army Green)
OBJECTIVES
Gather 10 slimy tongues from young grexes in Primordia.

Laying Lophids Low

QUEST GIVER	QUEST LOCATION
Reclaimers	Primordia

SUMMARY
BLADE operations are being blocked by ocean lophids. Find them and remove the threat.
REWARDS
40 EXP, 7,500 Credits, PositionDmg.FRONT VI
OBJECTIVES
Hunt three ocean lophids in Primordia (appearances rare).

The Care Package

QUEST GIVER	QUEST LOCATION
Dodonga Caravan	Noctilum

SUMMARY
Nopon friends want to make special jam as present for Tatsu. Go find ingredients now!
REWARDS
40 EXP, 7,500 Credits, Prime BLADE Pants
OBJECTIVES
Gather three cloudy eyeballs from merciful diluses in Noctilum.

Thinning the Thalluses

QUEST GIVER	QUEST LOCATION
Dodonga Caravan	Noctilum

SUMMARY
Friends need to deal with band of false thalluses that keep attacking poor Nopon. Meh-meh-meh!
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Army Green)
OBJECTIVES
Hunt three false thalluses in Noctilum.

From Idea to Inventory

QUEST GIVER	QUEST LOCATION
General Store Manager	Noctilum

SUMMARY
There is great demand among the male citizens of New LA for ornate progen horns. Help us build up our supplies.
REWARDS
40 EXP, 7,500 Credits, Max TP Up VI
OBJECTIVES
Gather two ornate progen horns from holy progen in Noctilum.

In Search of New Horizons

QUEST GIVER	QUEST LOCATION
Nopon Commerce Guild	Noctilum

SUMMARY
Nopon tired of stupid alien people stomping all over nice planet. We're leaving! Meh! …Er, as soon as we get some boats.
REWARDS
40 EXP, 7,500 Credits, Prime Glasses
OBJECTIVES
Gather seven Logunie's driftwood boats in Noctilum.

ShinHwa, the Sagacious

QUEST GIVER	QUEST LOCATION
Pathfinders	Noctilum

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Shinhwa, the Sagacious.
REWARDS
40 EXP, 7,500 Credits, High-Spec Scouter
OBJECTIVES
Slay Shinhwa, the Sagacious in Noctilum's Decapotamon.

The Herbalist

QUEST GIVER	QUEST LOCATION
Female Prone	Oblivia

SUMMARY
Please gather some charupa leaves. We need them for traditional Tree Clan remedy.
REWARDS
40 EXP, 7,500 Credits, Prime Sport Glasses
OBJECTIVES
Gather four charupa leaves in Oblivia.

Vilem, the Gold-Scaled

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Oblivia

SUMMARY
Gold-Scaled Vilem is keeping Nopon awake at night! Take down stupid tyrant so we can get beauty sleep.
REWARDS
40 EXP, 7,500 Credits, Prime Sunglasses
OBJECTIVES
Slay Vilem, the Gold-Scaled at Oblivia's Lake Basel.

What's a Rocambole?

QUEST GIVER	QUEST LOCATION
Botanist	Oblivia

SUMMARY
We're researching the unusual types of flora found in Oblivia, and require some gudo rocamboles to boost our collection.
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Army Yellow)
OBJECTIVES
Gather seven gudo rocamboles in Oblivia.

Grex Wrecker

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
The scourer grex population is out of control. Go control it.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Black)
OBJECTIVES
Hunt six scourer grexes in Oblivia.

Data Recovery

QUEST GIVER	QUEST LOCATION
BLADE HQ	Oblivia

SUMMARY
You have been tasked with retrieving a storage drive dropped by a BLADE member after he was attacked on duty in Oblivia.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Gray)
OBJECTIVES
Recover the missing drive in Oblivia.

An Angelic Accessory

QUEST GIVER	QUEST LOCATION
Female BLADE	Oblivia

SUMMARY
A life without glamor is a life without joy. I would be so unbelievably grateful if you could bring me some samples of angel stone.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Pink)
OBJECTIVES
Gather eight angel stones in Oblivia.

Sviatoslav, the Reproachful

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
Sviatoslav, the Reproachful is making trouble for BLADEs in the field. End the tyrant's reign.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Pink)
OBJECTIVES
Slay Sviatoslav, the Reproachful at Oblivia's Balance Rock while it's raining.

Skell Repair: Cylinder

QUEST GIVER	QUEST LOCATION
Male Mechanic	Sylvalum

SUMMARY
Please source a number of new cylinders for use in Skell repair work.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Yellow)
OBJECTIVES
Gather two new cylinders from guardian pugiliths in Sylvalum.

The Jewelmonger

QUEST GIVER	QUEST LOCATION
Omari	Oblivia

SUMMARY
I'm in the process of making an earring for a very wealthy client and require a gremlin stone. Your work will, of course, be generously rewarded.
REWARDS
40 EXP, 7,500 Credits, Prime Turtleneck
OBJECTIVES
Acquire a gremlin stone from the falsaxum in Oblivia.

A Little Protection

QUEST GIVER	QUEST LOCATION
Male Nopon	Oblivia

SUMMARY
Nopon need friend to track down whip scorpions for new type of defensive weapon. Hurry up!
REWARDS
40 EXP, 7,500 Credits, Resist Stun VI
OBJECTIVES
Gather four whip scorpions in Oblivia.

Ridding Insidias

QUEST GIVER	QUEST LOCATION
Prospectors	Oblivia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the javelin insidias and prevent further damage.
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Navy)
OBJECTIVES
Hunt six javelin insidias in Oblivia.

What’s a Taoman?

QUEST GIVER	QUEST LOCATION
Meteorologist	Sylvalum

SUMMARY
You can find an intriguing substance called taoman acid in Sylvalum. Please bring us some samples of the stuff for further research.
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Pink)
OBJECTIVES
Gather five vials of taoman acid in Sylvalum.

The Taste of Tersqual

QUEST GIVER	QUEST LOCATION
Restaurant Owner	Cauldros

SUMMARY
We need more ingredients for our popular dish, roast tersqual. Collect some tersqual eel kebab.
REWARDS
50 EXP, 7,500 Credits, Prime Hoodie
OBJECTIVES
Harvest one tersqual eel kebab from tersquals in Cauldros.

Clemente, the Iron Meteor

QUEST GIVER	QUEST LOCATION
Dodonga Caravan	Noctilum

SUMMARY
Clemente, the Iron Meteor has developed taste for Nopon flesh! …And yes, it hard to blame him since Nopon so succulent. But friends must stop him anyway!
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (White)
OBJECTIVES
Slay Clemente, the Iron Meteor at Noctilum's Nopon Braidbridge.

Star Sand Seeker

QUEST GIVER	QUEST LOCATION
General Store Owner	Sylvalum

SUMMARY
The local shops have sold out of star sand. Please help them replenish their stocks.
REWARDS
40 EXP, 7,500 Credits, Slayer.PISCINOID VI
OBJECTIVES
Find one unit of star sand in Sylvalum.

A Scanner Scheme

QUEST GIVER	QUEST LOCATION
Drongo Caravan	Cauldros

SUMMARY
Very important xeno client is looking for voltant scanners. Big, big money is on line, so friend must be extra careful with them!
REWARDS
50 EXP, 7,500 Credits, Prime Trekware
OBJECTIVES
Gather three voltant scanners in Cauldros.

Off the Record

QUEST GIVER	QUEST LOCATION
???	Administrative District

SUMMARY
Show off both your wit and the full power of a mimeosome. (Navigation unavailable.)
REWARDS
300 EXP
OBJECTIVES
Atop the forest's eternal cascade, a bitter baron awaits the blade.
Take this elevated corn to hand, atop the peaks of this delusional land.
Above an early land do hover, courting birds whose seal you covet.
Where ordnance takes first breath, collect your spoils after sunset.

Marnuck Masher

QUEST GIVER	QUEST LOCATION
Drongo Caravan	Cauldros

SUMMARY
Dumb Marnuck aspirer are prowling around outskirts of Nopon caravans. We need friend to stop them!
REWARDS
50 EXP, 7,500 Credits, Evasion Up VI
OBJECTIVES
Hunt six Marnuck aspirers in Cauldros.

Megajolt Rattle and Roll

QUEST GIVER	QUEST LOCATION
Meredith & Co.	Cauldros

SUMMARY
We’re investigating the possibilities of using megajolt rattles in a new weapon. Gather the required amount for research purposes.
REWARDS
550 EXP, 7,500 Credits, Potential Up VI
OBJECTIVES
Gather seven megajolt rattles in Cauldros.

Marnuck Masher

QUEST GIVER	QUEST LOCATION
Interceptors	Cauldros

SUMMARY
There have been a string of BLADE casualties attributed to Marnucks. I want you to clear them out.
REWARDS
50 EXP, 7,500 Credits, Max HP Up VI
OBJECTIVES
Hunt four Marnuck soldiers in Cauldros.

The Voltant Void

QUEST GIVER	QUEST LOCATION
Zaruboggan	Cauldros

SUMMARY
Our voltant stocks are running low. *fsssh* Please bring us some belzadozebu scallions to help boost levels.
REWARDS
50 EXP, 7,500 Credits, Boost.M-ATK VI
OBJECTIVES
Gather two belzadozebu scallions in Cauldros.

The Next Big Thing

QUEST GIVER	QUEST LOCATION
Apparel Maker Staff	Cauldros

SUMMARY
Bring me ingredients for a new type of cologne. New LA needs a better fragrance!
REWARDS
50 EXP, 7,500 Credits, Resist Sleep VI
OBJECTIVES
Gather three units of alluring lophid extract from blazing lophids in Cauldros.

A New Flavor

QUEST GIVER	QUEST LOCATION
Orphean	Cauldros

SUMMARY
We're conducting research into new types of food found on Mira. Please bring us some iron akebi fruit to help aid our research.
REWARDS
50 EXP, 7,500 Credits, Prime Tank Top (Orange)
OBJECTIVES
Gather three iron akebi fruits in Cauldros.

And Stay Out!

QUEST GIVER	QUEST LOCATION
Drongo Caravan	Cauldros

SUMMARY
Ugly critters keep sneaking into Nopon caravan! Friends must go find odorous tentacles so we can chase them away!
REWARDS
50 EXP, 7,500 Credits, Prime Tank Top (Yellow)
OBJECTIVES
Gather three odorous tentacles from bluff gerrids in Cauldros.

Shrad Shredder

QUEST GIVER	QUEST LOCATION
Curators	Cauldros

SUMMARY
The fleet shrad population is out of control. Go control it.
REWARDS
50 EXP, 7,500 Credits, Prime Tank Top (Red)
OBJECTIVES
Hunt five fleet shrads in Cauldros.

Rainbow Wingtips

QUEST GIVER	QUEST LOCATION
Diner Chef	Cauldros

SUMMARY
Multicolor murra wings is the main ingredient for the ever-popular rainbow wingtips dish. But current stocks are low, so help us replenish our supplies.
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Gray)
OBJECTIVES
Gather two multicolor murra wings from silent murras in Cauldros.

Skell Repair: Plunger

QUEST GIVER	QUEST LOCATION
Female Mechanic	Sylvalum

SUMMARY
Source a few reinforced plungers for Skell repair work.
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Blue)
OBJECTIVES
Gather three reinforced plungers from quos in Sylvalum.

Murra Master

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Stupid pack of hushed murra have Nopon caravan surrounded! Friend must go punch them until they leave!
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Green)
OBJECTIVES
Hunt five hushed murras in Sylvalum.

Purgovent Purge

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Oblivia

SUMMARY
Stupid group of coral purgovents is disrupting supply of goods to Nopon caravans! Go punch them in face! Meh-meh!
REWARDS
40 EXP, 7,500 Credits, Jamming VI
OBJECTIVES
Hunt five coral purgovents in Oblivia.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Candid & Credible	Oblivia

SUMMARY
If it’s not too much trouble, could you maybe bring me the materials I need for a new equipment prototype?
REWARDS
40 EXP, 7,500 Credits, Ultra Limited Tank Top (Blue)
OBJECTIVES
Gather three adsecula oil drops from adseculas in Oblivia.

Search Request

QUEST GIVER	QUEST LOCATION
Male BLADE	Oblivia

SUMMARY
My cat ran off to King’s Falls in Oblivia. Someone please bring him home!
REWARDS
40 EXP, 7,500 Credits, Prime Tank Top (Violet), Silver Tabby
OBJECTIVES
Retrieve the runaway cat from around Oblivia’s King’s Falls.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the Barracks briefing room for the details. …Now I’m tired of hearing me say that!
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

Team Corwin in Crisis

QUEST GIVER	QUEST LOCATION
Raleigh	Administrative District

SUMMARY
Report to the client for briefing. They are waiting on Division Drive.
REWARDS
None
OBJECTIVES
Talk to Raleigh on the Administrative District’s Division Drive.

Settling the Score

QUEST GIVER	QUEST LOCATION
Eliza	Residential District

SUMMARY
Report to the client for briefing. They are waiting in Ishmael Hills.
REWARDS
None
OBJECTIVES
Talk to Eliza in the Residential District's Ishmael Hills.

Weapons Cleanup Crew

QUEST GIVER	QUEST LOCATION
Lara Mara	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at the Hangar.
REWARDS
None
OBJECTIVES
Talk to Lara Mara at the Administrative District's Hangar.

Under the Weather

QUEST GIVER	QUEST LOCATION
Nan'celeg	Ma-non Ship

SUMMARY
Report to the client for briefing. They are waiting in the port side of the Ma-non Ship.
REWARDS
None
OBJECTIVES
Talk to Nan'celeg in the port side of the Ma-non Ship.

In Support of Science

QUEST GIVER	QUEST LOCATION
Min'barac	Residential District

SUMMARY
Report to the client for briefing. They are waiting in Ishmael Hills.
REWARDS
None
OBJECTIVES
Talk to Min'barac at the Residential District's Ishmael Hills.

A Revised Regimen

QUEST GIVER	QUEST LOCATION
Male Wrothian	Cauldros

SUMMARY
I would like to bring a new human training method back to the Wrothians. Please locate a supply of mega muscle builders.
REWARDS
40 EXP, 7,500 Credits, Prime Round Sunglasses
OBJECTIVES
Gather 12 mega muscle builders in Cauldros.

Gathering Thunder

QUEST GIVER	QUEST LOCATION
Male Wrothian	Sylvalum

SUMMARY
We're collecting the belongings of our fallen comrades. We'd like you to gather thunderbolt emblems if you happen to find them.
REWARDS
40 EXP, 7,500 Credits, Prime Jeans
OBJECTIVES
Gather six thunderbolt emblems in Sylvalum.

The Call to Counterattack

QUEST GIVER	QUEST LOCATION
HT665: Erio	Industrial District

SUMMARY
Report to the client for briefing. They are waiting in the Central Industrial District.
REWARDS
None
OBJECTIVES
Talk to HT665: Erio in the Central Industrial District.

Miranium Exchange

QUEST GIVER	QUEST LOCATION
May May	Ma-non Ship

SUMMARY
This is maybe the best deal ever? 100,000 credits for 10,000 units of miranium!
REWARDS
100,000 Credits
OBJECTIVES
Gather 10,000 units of miranium and deliver it to May May.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the Barracks briefing room for the details. …Eer, sorry, but I have to repeat it. BLADE policy.
REWARDS
None
OBJECTIVES
Head to the Barracks briefing room to accept the story mission.

Partner Wanted!

QUEST GIVER	QUEST LOCATION
Muimui	Commercial District

SUMMARY
Report to the client for briefing. They are waiting on East Melville Street.
REWARDS
None
OBJECTIVES
Talk to Muimui on the Commercial District’s East Melville Street.

The Final Faceoff

QUEST GIVER	QUEST LOCATION
HT665: Erio	Commercial District

SUMMARY
Report to the client for briefing. They are waiting on Central Melville Street.
REWARDS
None
OBJECTIVES
Talk to HT665: Erio on the Commercial District’s Central Melville Street.

A Miranium Problem

QUEST GIVER	QUEST LOCATION
San’luarb	Industrial District

SUMMARY
Report to the client for briefing. They are waiting at the Integrated Production Plant.
REWARDS
None
OBJECTIVES
Talk to San’luarb at the Industrial District’s Integrated Production Plant.

One Little Problem

QUEST GIVER	QUEST LOCATION
Bihabba	Ma-non Ship

SUMMARY
Report to the client for briefing. They are waiting on the deck of the Ma-non Ship.
REWARDS
None
OBJECTIVES
Talk to Bihabba on the deck of the Ma-non Ship.

A President Not Present

QUEST GIVER	QUEST LOCATION
Veven	Industrial District

SUMMARY
Report to the client for briefing. They are waiting at the Outfitters Test Hangar.
REWARDS
None
OBJECTIVES
Talk to Veven at the Industrial District’s Outfitters Test Hangar.

Hailing the Chief!

QUEST GIVER	QUEST LOCATION
Mia	Administrative District

SUMMARY
Please help me with this request from an especially adorable Nopon.
REWARDS
None
OBJECTIVES
Head to the meeting place in the Administrative District.

Tents by the Ton

QUEST GIVER	QUEST LOCATION
BLADE HQ	Cauldros

SUMMARY
We are running short of tent material for use in our base camps. Please bring us the required materials.
REWARDS
50 EXP, 10,000 Credits, Supreme Tee
OBJECTIVES
Gather six bogano sleeping bags in Cauldros.

The Stick

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Oblivia

SUMMARY
Bring auravis croaking bags to help keep underlings in line!
REWARDS
50 EXP, 10,000 Credits, Upgraded Workpants II
OBJECTIVES
Gather two auravis croaking bags from blast auravises in Oblivia.

Indigen Investigation

QUEST GIVER	QUEST LOCATION
Biologist	Primordia

SUMMARY
We are interested in studying native Miran lifeforms and would be most grateful if you could bring us some muscled simius bulges for research.
REWARDS
50 EXP, 10,000 Credits, Upgraded Scouter I
OBJECTIVES
Gather three muscled simius bulges from young simius in Primordia during the day.

Bogdan, the Dense

QUEST GIVER	QUEST LOCATION
Reclaimers	Primordia

SUMMARY
Bogdan, the Dense is making trouble for BLADEs in the field. End the tyrant's reign.
REWARDS
50 EXP, 10,000 Credits, Upgraded BLADE Wear II
OBJECTIVES
Slay Bogdan, the Dense at Primordia's Seaswept Base.

Mincing Millesaurs

QUEST GIVER	QUEST LOCATION
Prospectors	Primordia

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the everlasting millesaurs as soon as possible.
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Hoodie
OBJECTIVES
Hunt two everlasting millesaurs in Primordia.

Dawid, the Destrier

QUEST GIVER	QUEST LOCATION
Harriers	Cauldros

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Dawid, the Destrier.
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Sunglasses
OBJECTIVES
Slay Dawid, the Destrier in Cauldros's Emerian Battlegrounds.

Eddy, the Electric Heat

QUEST GIVER	QUEST LOCATION
Pathfinders	Cauldros

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Eddy, the Electric Heat.
REWARDS
50 EXP, 10,000 Credits, Ruthless Uniform
OBJECTIVES
Slay Eddy, the Electric Heat at Cauldros’s Titan’s Table.

Jacul Jaunt

QUEST GIVER	QUEST LOCATION
Interceptors	Cauldros

SUMMARY
We’re being overrun by a herd of rocket jaculs! Please help us push them back.
REWARDS
50 EXP, 10,000 Credits, Physical Attack Plus VIII
OBJECTIVES
Hunt four rocket jaculs in Cauldros.

Sadar, the Unhinged

QUEST GIVER	QUEST LOCATION
Prospectors	Sylvalum

SUMMARY
A tyrant is damaging an important resource supply. Take down Sadar, the Unhinged before we lose any more of it.
REWARDS
50 EXP, 10,000 Credits, SpecUp.ETHER-RES VII
OBJECTIVES
Slay Sadar, the Unhinged at Sylvalum’s Hilal Stronghold at nighttime.

Lockhart, the Killer of Hope

QUEST GIVER	QUEST LOCATION
Harriers	Sylvalum

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Lockhart, the Killer of Hope.
REWARDS
50 EXP, 10,000 Credits, Stabilizer VIII
OBJECTIVES
Slay Lockhart, the Killer of Hope at Sylvalum's Lake Ciel (appearances rare).

Dobromila, the Alluring

QUEST GIVER	QUEST LOCATION
Prospectors	Sylvalum

SUMMARY
A tyrant is keeping us from an important resource supply. Take down Dobromila, the Alluring before our losses spread.
REWARDS
50 EXP, 10,000 Credits, Melee: Beam Res Down VIII
OBJECTIVES
Slay Dobromila, the Alluring at Sylvalum's Lake Ciel.

Vittorio, the Battle-Scarred

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
Vittorio, the Battle-Scarred is making trouble for BLADEs in the field. End the tyrant's reign.
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Sport Glasses
OBJECTIVES
Slay Vittorio, the Battle-Scarred at Oblivia's River Isle.

Fending Off Forfexes

QUEST GIVER	QUEST LOCATION
Pathfinders	Oblivia

SUMMARY
A pack of native forfexes is preventing data probe installation from proceeding smoothly. Defeat the pack so that operations can continue.
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Trousers
OBJECTIVES
Hunt seven native forfexes in Oblivia.

Si-el, the Vacuous

QUEST GIVER	QUEST LOCATION
Prospectors	Noctilum

SUMMARY
A tyrant is damaging an important resource supply. Take down Si-el, the Vacuous before we lose any more of it.
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Jacket
OBJECTIVES
Slay Si-el, the Vacuous in Noctilum's Qing Long Glade.

Search Request

QUEST GIVER	QUEST LOCATION
Male BLADE	Noctilum

SUMMARY
My cat ran off to Qing Long Glade in Noctilum. Someone please bring her home!
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Turtleneck, Calico
OBJECTIVES
Retrieve the runaway cat from around Noctilum's Qing Long Glade.

Germivores No More

QUEST GIVER	QUEST LOCATION
Interceptors	Noctilum

SUMMARY
There have been a string of BLADE casualties attributed to terrible germivores. I want you to clear them out.
REWARDS
50 EXP, 10,000 Credits, Upgraded BLADE Pants II
OBJECTIVES
Hunt five terrible germivores in Noctilum.

Lambert, the Divine Wind

QUEST GIVER	QUEST LOCATION
Dodonga Caravan	Noctilum

SUMMARY
Lambert, the Divine Wind has developed taste for Nopon meat. Not funny! Not funny at ALL! Go kill stupid tyrant already!
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Tee
OBJECTIVES
Slay Lambert, the Divine Wind in Noctilum.

In a Jam

QUEST GIVER	QUEST LOCATION
Dodonga Caravan	Primordia

SUMMARY
Nopon need certain strain of Primordia grass to make tasty jam. Friend must take to skies and grab sample of jelly weeds!
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Shorts
OBJECTIVES
Harvest one clump of jelly weeds in Primordia.

Search Support Request

QUEST GIVER	QUEST LOCATION
Sherry	Administrative District

SUMMARY
Report to the client for briefing. They are waiting in the maintenance center.
REWARDS
None
OBJECTIVES
Talk to Sherry in the Administrative District's Mimeosome Maintenance Center.

Research on a Budget

QUEST GIVER	QUEST LOCATION
Male BLADE	Noctilum

SUMMARY
Please bring me a large number of galjim crystals.
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Jeans
OBJECTIVES
Gather eight galjim crystals in Noctilum.

Preparations for War

QUEST GIVER	QUEST LOCATION
Male Prone	Oblivia

SUMMARY
We ready for battle against Cavern Clan. Bring us warbones for weapons.
REWARDS
50 EXP, 10,000 Credits, Upgraded Trekware II
OBJECTIVES
Gather six warbones in Oblivia.

Straight from the Heart

QUEST GIVER	QUEST LOCATION
Female BLADE	Oblivia

SUMMARY
Heart stones are proving a popular gift at the moment. Nopon merchants will pay well if you add to their stocks.
REWARDS
50 EXP, 10,000 Credits, Upgraded Trekpants II
OBJECTIVES
Recover a heart stone in Oblivia.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Oblivia

SUMMARY
Grenada GG has requested that you acquire some weapon data.
REWARDS
50 EXP, 10,000 Credits, Upgraded Workwear II
OBJECTIVES
Equip a Chromoly Parce and hunt four ancient progen in Oblivia.

Sweet Maple Goodness

QUEST GIVER	QUEST LOCATION
Diner Chef	Cauldros

SUMMARY
Maple oil is a vital ingredient for many of NEW LA's most popular dishes. Stocks are low at the moment, so please help us replenish them.
REWARDS
50 EXP, 10,000 Credits, Humanoid Slayer VIII
OBJECTIVES
Gather two bottles of maple oil from ciniculas in Cauldros.

A Probing Issue

QUEST GIVER	QUEST LOCATION
Pathfinders	Cauldros

SUMMARY
You need to retrieve a damaged data probe left in Cauldros. It is vital it doesn't fall into enemy hands.
REWARDS
50 EXP, 10,000 Credits, Ultra Limited Round Sunglasses
OBJECTIVES
Recover the damaged data probe in Cauldros.

The Emerian Battlegrounds

QUEST GIVER	QUEST LOCATION
Historian	Cauldros

SUMMARY
We wish to learn more about what happened at Cauldros's Emerian Battlegrounds. Locate and bring us any artifacts you think may be useful.
REWARDS
50 EXP, 10,000 Credits, Draw.OPENING-DMG VIII
OBJECTIVES
Recover one Emerian relic in Cauldros.

Off the Record

QUEST GIVER	QUEST LOCATION
???	Administrative District

SUMMARY
Show off both your wit and the full power of mimeosome. (Navigation unavailable.)
REWARDS
300 EXP
OBJECTIVES
In the skies above a white land a red foe will fall by your hand.
Soar deep into the skies and seek the forgotten land's ultimate peak.
Etchings of ancient beasts to find? Seek a stony shore in fired climes.
In suburban glory in a setting sun, the afflicted tell of what's to come.

Miranium Request

QUEST GIVER	QUEST LOCATION
Xeno Anthropologist	Industrial District

SUMMARY
We are researching xenoform weapon technology, but require large amounts of miranium to make any progress. All donations are appreciated.
REWARDS
60 EXP, 15,000 Credits, Supreme Workpants
OBJECTIVES
Deliver 9,300 units of miranium to the Xeno Anthropologist in New LA's Industrial District.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Six Stars	Primordia

SUMMARY
Will someone please bring us materials so that we might research a new weapon prototype?
REWARDS
60 EXP, 15,000 Credits, Dressy Suit
OBJECTIVES
Gather five thick cinicula horns from copper ciniculas in Primordia.

Hayreddin, the Territorial

QUEST GIVER	QUEST LOCATION
Pathfinders	Primordia

SUMMARY
A tyrant is interfering with FrontierNav expansion. Please help us defeat Hayreddin, the Territorial.
REWARDS
60 EXP, 15,000 Credits, Supreme Trousers
OBJECTIVES
Slay Hayreddin, the Territorial in Primordia's East Gate Plain.

Ovah Overdrive

QUEST GIVER	QUEST LOCATION
Orphean	Primordia

SUMMARY
I’m looking for seeds of the garudo pellionia minima for use in activating Ovah. Your help would be appreciated.
REWARDS
60 EXP, 15,000 Credits, Supreme Scouter
OBJECTIVES
Gather five garudo pellionia minimas in Primordia.

Dilus Destroyer

QUEST GIVER	QUEST LOCATION
Curators	Noctilum

SUMMARY
The merciful dilus population is out of control. Go control it.
REWARDS
60 EXP, 15,000 Credits, Supreme Sport Glasses
OBJECTIVES
Hunt three merciful diluses in Noctilum.

Bananaleaf Bonanza

QUEST GIVER	QUEST LOCATION
Café Manager	Noctilum

SUMMARY
Gather some bananaleaves for a new type of delicious dessert.
REWARDS
60 EXP, 15,000 Credits, Supreme Round Sunglasses
OBJECTIVES
Gather five bananaleaves in Noctilum.

Test Data Retrieval

QUEST GIVER	QUEST LOCATION
Candid & Credible	Noctilum

SUMMARY
The Outfitters suffered a test failure in Noctilum, you know? We should probably find the wreckage before the Ganglion do, don't you think?
REWARDS
60 EXP, 15,000 Credits, Supreme Hoodie
OBJECTIVES
Recover the new-weapon remains in Noctilum.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Factory 1.21	Noctilum

SUMMARY
I'm looking for someone to gather materials for new weapon prototypes, if that's all right?
REWARDS
60 EXP, 15,000 Credits, Supreme Sunglasses
OBJECTIVES
Harvest one ingrown virago claw from fiendish viragoes in Noctilum during the day.

Simius Smackdown

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Oblivia

SUMMARY
Friends must defeat dumb mortal simius. …Well? Get to defeating already! Meh-meh!
REWARDS
60 EXP, 15,000 Credits, Supreme Shorts
OBJECTIVES
Hunt five mortal simius in Oblivia.

Ernest, the Contemplative

QUEST GIVER	QUEST LOCATION
Harriers	Oblivia

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Ernest, the Contemplative.
REWARDS
60 EXP, 15,000 Credits, Supreme BLADE Wear
OBJECTIVES
Slay Ernest, the Contemplative at Oblivia's King's Falls.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Oblivia

SUMMARY
Sakuraba Industries has requested that you acquire some weapon data.
REWARDS
60 EXP, 15,000 Credits, Supreme BLADE Pants
OBJECTIVES
Equip Cermet Blades and hunt five fearsome ictuses in Oblivia.

The Ultimate Pursuit

QUEST GIVER	QUEST LOCATION
Orphean	Oblivia

SUMMARY
Please find us some dobobora broccoli—we're conducting extremely vital research.
REWARDS
60 EXP, 15,000 Credits, Supreme Turtleneck
OBJECTIVES
Gather three heads of dobobora broccoli in Oblivia.

Reclaiming the Whale

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
There are still a number of items discarded from the White Whale that could be of use to us. Please bring us some 5th gen recyclers.
REWARDS
60 EXP, 15,000 Credits, Supreme Jeans
OBJECTIVES
Gather five 5th gen recyclers in Oblivia.

Persimmons, Please!

QUEST GIVER	QUEST LOCATION
Male Prone	Sylvalum

SUMMARY
Shido persimmons are so good! Please bring more before I explode in hunger fit.
REWARDS
60 EXP, 15,000 Credits, Supreme, Uniform
OBJECTIVES
Gather 13 shido persimmons in Sylvalum.

Ramus, the Supersonic

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Supersonic Ramus hates lovable Nopon. How crazy! Friends must take tyrant down before more adorable Nopon get hurt!
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Navy)
OBJECTIVES
Slay Ramus, the Supersonic at Sylvalum's Lake Ciel.

The Poshest Produce

QUEST GIVER	QUEST LOCATION
Restaurant Owner	Sylvalum

SUMMARY
I'm thinking about using local fruit to make a new type of refined wine. Bring me large volumes of emerald grapes to help in the manufacturing process.
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Blue)
OBJECTIVES
Gather seven emerald grapes in Sylvalum.

Search Request

QUEST GIVER	QUEST LOCATION
Male BLADE	Sylvalum

SUMMARY
My dog ran off to the Cavernous Abyss in Sylvalum. Someone please bring him home!
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Pink), Beagle
OBJECTIVES
Retrieve the runaway dog from around Sylvalum's Cavernous Abyss.

Skell Repair: Antenna

QUEST GIVER	QUEST LOCATION
Female Mechanic	Sylvalum

SUMMARY
Bring me some ziggian long antennae for use in Skell repair work.
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Green)
OBJECTIVES
Gather two ziggian long antennae from assault barrager zigs in Sylvalum.

Andrei, the Cunning

QUEST GIVER	QUEST LOCATION
Curators	Sylvalum

SUMMARY
Andrei, the Cunning is on the rampage and preventing important work from being completed. Your assistance is required to take it down.
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Yellow)
OBJECTIVES
Slay Andrei, the Cunning in Sylvalum's Lower Delusian Mountains.

Turba Tracker

QUEST GIVER	QUEST LOCATION
Interceptors	Sylvalum

SUMMARY
Gloam turbas have been attacking BLADEs, and we need your help taking them down.
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Red)
OBJECTIVES
Hunt six gloam turbas in Sylvalum.

Fell Fashion

QUEST GIVER	QUEST LOCATION
Candid & Credible	Sylvalum

SUMMARY
I'm looking into making a type of armor able to stand up to Ganglion technology, okay? So so so can someone bring me some shimmering skins, maybe?
REWARDS
60 EXP, 15,000 Credits, College Blazer
OBJECTIVES
Gather 11 shimmering skins in Sylvalum.

Pugilith Pounder

QUEST GIVER	QUEST LOCATION
Reclaimers	Cauldros

SUMMARY
The broadsword pugilith population is out of control. Go control it.
REWARDS
60 EXP, 15,000 Credits, Supreme Jacket
OBJECTIVES
Hunt five broadsword pugiliths in Cauldros.

Ictus Infestation

QUEST GIVER	QUEST LOCATION
Prospectors	Cauldros

SUMMARY
Whole areas filled with vital resources are being laid waste to by some particularly aggressive indigens. Defeat the warlord ictuses and prevent further damage.
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (White)
OBJECTIVES
Hunt six warlord ictuses in Cauldros.

Skell Repair: Thruster

QUEST GIVER	QUEST LOCATION
Male Mechanic	Cauldros

SUMMARY
Bring me a couple of advanced thrusters for use in Skell repair work.
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Black)
OBJECTIVES
Gather two advanced thrusters from cavalier puges in Cauldros.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Cauldros

SUMMARY
Grenada GG has requested that you acquire some weapon data.
REWARDS
60 EXP, 15,000 Credits, Supreme Tank Top (Gray)
OBJECTIVES
Equip a Cermet Slair and hunt five erbium petramands in Cauldros.

Prinsipe, the Ravenous

QUEST GIVER	QUEST LOCATION
Prospectors	Cauldros

SUMMARY
A tyrant is damaging an important resource supply. Take down Prinsipe, the Ravenous before we lose any more of it.
REWARDS
60 EXP, 15,000 Credits, Supreme Trekware
OBJECTIVES
Slay Prinsipe, the Ravenous in Cauldros’s Forgotten Mining Frigates at nighttime.

A New Spark

QUEST GIVER	QUEST LOCATION
Orphean Technologies	Cauldros

SUMMARY
We are investigating possible new types of energy. Please bring us some rogebra shockstones for research.
REWARDS
60 EXP, 15,000 Credits, Supreme Trekpants
OBJECTIVES
Gather nine rogebra shockstones in Cauldros.

Izgnanie, the Smoldering

QUEST GIVER	QUEST LOCATION
Harriers	Cauldros

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Izgnanie the Smoldering.
REWARDS
60 EXP, 15,000 Credits, Supreme Workwear
OBJECTIVES
Slay Izgnanie, the Smoldering at Cauldros's Sunset Falls.

A Novel Proposal

QUEST GIVER	QUEST LOCATION
Zaruboggan	Primordia

SUMMARY
I believe that we should move New LA to a dirtier location. *fsssh* However, certain items are needed before we can make such a thing happen.
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Camo Green)
OBJECTIVES
Gather 24 tractor beetles in Primordia.

Caesar, the Hundred-Eyed

QUEST GIVER	QUEST LOCATION
Prospectors	Primordia

SUMMARY
A tyrant is damaging an important resource supply. Take down Caesar, the Hundred-Eyed before we lose any more of it.
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Yellow Camo)
OBJECTIVES
Slay Caesar, the Hundred-Eyed at Primordia's Stonelattice Cavern.

Sarcosuchus, the Iron-Eater

QUEST GIVER	QUEST LOCATION
Harriers	Noctilum

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Sarcosuchus, the Iron-eater.
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Black Camo)
OBJECTIVES
Slay Sarcosuchus, the Iron-eater at Noctilum's Rust Lake.

The Next Big Thing

QUEST GIVER	QUEST LOCATION
Apparel Maker Staff	Noctilum

SUMMARY
Bring me ingredients for a new type of cologne. New LA needs a better fragrance!
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Blue Camo)
OBJECTIVES
Harvest one vial of distilled sap from a goliath Sylooth in Noctilum.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Noctilum

SUMMARY
Sakuraba Industries has requested that you acquire some weapon data.
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Pink Camo)
OBJECTIVES
Equip a Delta Machine and hunt three fiendish viragoes in Noctilum during the day.

Silvestre, the Morning Light

QUEST GIVER	QUEST LOCATION
Harriers	Oblivia

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Silvestre, the Morning Light.
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Black Camo)
OBJECTIVES
Slay Silvestre, the Morning Light at Oblivia's Drowning Ring.

The Carrot

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Oblivia

SUMMARY
Gather amber dilus eye to give as treat to underlings!
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Blue Camo)
OBJECTIVES
Harvest one amber dilus eye from lake diluses in Oblivia.

The Endless Ring

QUEST GIVER	QUEST LOCATION
Nopon Commerce Guild	Oblivia

SUMMARY
Ouroboros bracelets are big hit with Prone these days. We need to stock lots!
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Pink Camo)
OBJECTIVES
Gather six ouroboros bracelets in Oblivia.

Legacy of the White Whale

QUEST GIVER	QUEST LOCATION
Energy Development Bureau	Oblivia

SUMMARY
To complete the construction of New LA, we need the power of the White Whale. Please obtain some L-002 degeneration reactors.
REWARDS
70 EXP, 20,000 Credits, Philosopher’s Uniform
OBJECTIVES
Gather four L-002 degeneration reactors in Oblivia.

Barnabas, the Despot

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
Barnabas, the Despot is making trouble for BLADEs in the field. End the tyrant’s reign.
REWARDS
70 EXP, 20,000 Credits, Disguise
OBJECTIVES
Slay Barnabas, the Despot in Oblivia’s Aaroy Plain.

From Idea to Inventory

QUEST GIVER	QUEST LOCATION
General Store Manager	Sylvalum

SUMMARY
There is great demand among the female citizens of NLA for lucky cervus saplings. Help us build up our supplies.
REWARDS
70 EXP, 20,000 Credits, Custom Round Glasses
OBJECTIVES
Harvest one lucky cervus sapling from cervuses in Sylvalum.

Tersqual Takedown

QUEST GIVER	QUEST LOCATION
Interceptors	Sylvalum

SUMMARY
There have been a string of BLADE casualties attributed to lively tersquals. I want you to clear them out.
REWARDS
70 EXP, 20,000 Credits, Custom Glasses
OBJECTIVES
Hunt five lively tersquals in Sylvalum.

The Phantasmagoric Fan

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Nopon friends need green jacul wings to help complete beautiful fan. High-quality craftsmanship demands high-quality materials!
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Violet)
OBJECTIVES
Gather two green jacul wings from jade jaculs in Sylvalum.

Aeviter Ace

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Stupid band of sand aeviters keep attacking Nopon. Friends must take them out!
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Yellow Camo)
OBJECTIVES
Hunt four sand aeviters in Sylvalum.

Covert Operations

QUEST GIVER	QUEST LOCATION
Pathfinders	Sylvalum

SUMMARY
BLADE members require camocloaks. If we use them, we should be able to sneak past the indigens undetected—saving a lot of hassle.
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Green Camo)
OBJECTIVES
Gather 11 camocloaks in Sylvalum.

Stola, the Unchained

QUEST GIVER	QUEST LOCATION
Pathfinders	Sylvalum

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Stola, the Unchained.
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Black Camo)
OBJECTIVES
Slay Stola, the Unchained at Sylvalum's Delusians South Summit during a rising energy mist.

A Spot of Gardening

QUEST GIVER	QUEST LOCATION
Female NLA Resident	Cauldros

SUMMARY
Please bring me some kyatara onions. They'd be perfect for the flowerbeds in the Residential and Industrial Districts.
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Green Camo)
OBJECTIVES
Gather 15 kyatara onions in Cauldros.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Cauldros

SUMMARY
Grenada GG has requested that you acquire some weapon data.
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Army Green)
OBJECTIVES
Equip a Delta Retic and hunt three barbed rook qmoevas in Cauldros.

Lending a Hand

QUEST GIVER	QUEST LOCATION
Drongo Caravan	Cauldros

SUMMARY
Friends must bring Nopon oc-serv hands so we can collec…er, so we can “re-home” money discarded in Great Reef Lake!
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Blue Camo)
OBJECTIVES
Gather three oc-serv hands from selenium oc-servs in Cauldros.

A Desert Deferred

QUEST GIVER	QUEST LOCATION
Male Prone	Cauldros

SUMMARY
I need planters to help things grow in Oblivia. Please bring some.
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Pink Camo)
OBJECTIVES
Gather 12 planters in Cauldros.

Eisen, the Ebon Rock

QUEST GIVER	QUEST LOCATION
Harriers	Cauldros

SUMMARY
A rampaging tyrant is causing serious harm to BLADEs in the field. We ask your assistance in defeating Eisen, the Ebon Rock.
REWARDS
70 EXP, 20,000 Credits, Supreme Glasses
OBJECTIVES
Slay Eisen, the Ebon Rock in Cauldros at nighttime.

Coil, the Never-Ending

QUEST GIVER	QUEST LOCATION
Harriers	Cauldros

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Coil, the Never-Ending.
REWARDS
70 EXP, 20,000 Credits, Supreme Search Scope
OBJECTIVES
Slay Coil, the Never-Ending in Cauldros's Dragonbone Promontory during an electromagnetic storm.

Mount M'gando Mineralogy

QUEST GIVER	QUEST LOCATION
Geologist	Cauldros

SUMMARY
Can somebody please bring me a particular rock sample from the underground cave at Mount M'gando? You'll be helping greatly with my research.
REWARDS
70 EXP, 20,000 Credits, Custom Tank Top (Yellow Camo)
OBJECTIVES
Recover the Mount M'gando stone in Cauldros.

New Product!

QUEST GIVER	QUEST LOCATION
Nopon Commerce Guild	Cauldros

SUMMARY
Nightmare pineapples will be next big thing. Go gather lots! Meh-meh!
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Army Yellow)
OBJECTIVES
Gather four nightmare pineapples in Cauldros.

Extreme Pansies

QUEST GIVER	QUEST LOCATION
Interceptors	Sylvalum

SUMMARY
We require a number of exploding pansies to alert those stationed in camps to the presence of approaching enemies.
REWARDS
70 EXP, 20,000 Credits, Supreme Tank Top (Orange)
OBJECTIVES
Gather 17 exploding pansies in Sylvalum.

Arms Testers Wanted

QUEST GIVER	QUEST LOCATION
Outfitters	Sylvalum

SUMMARY
Sakuraba Industries has requested that you acquire some weapon data.
REWARDS
70 EXP, 20,000 Credits, Custom Search Scope
OBJECTIVES
Equip a Carbide Saber and hunt one assault launcher zig in Sylvalum.

Miranium Request

QUEST GIVER	QUEST LOCATION
Nopon CG Buyer	Commercial District

SUMMARY
Nopon friends need miranium to build new weapons. So hurry up! Chop-chop!
REWARDS
80 EXP, 25,000 Credits, Rare Round Glasses
OBJECTIVES
Deliver 12,000 units of miranium to the Nopon Commerce Guild buyer in the Commercial District.

Off the Record

QUEST GIVER	QUEST LOCATION
???	Administrative District

SUMMARY
Show off both your wit and the full power of a mimeosome. (Navigation unavailable.)
REWARDS
300 EXP
OBJECTIVES
Beside the fire a giant tastes meat. An insect is here you must defeat.
In the court of the forest gods, a brood of sentinels here do flock.
If you seek a pure white shell to the east does it now dwell.
In fields of green in New LA, ask in the morning to find the way.

A Community Service

QUEST GIVER	QUEST LOCATION
Director	Cauldros

SUMMARY
The film is set to shoot. All they need is blood—a LOT.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Pink Camo)
OBJECTIVES
Gather six bottles of cliord oil in Cauldros.

Skell Repair: Head

QUEST GIVER	QUEST LOCATION
Male Mechanic	Cauldros

SUMMARY
Gather a Galdr head for Skell repairs.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Blue Camo)
OBJECTIVES
Harvest one Galdr head from Galdr in Cauldros.

Search Request

QUEST GIVER	QUEST LOCATION
Male BLADE	Cauldros

SUMMARY
My dog’s run off to the north of Mount M’gando in Cauldros. Someone please bring him home!
REWARDS
80 EXP, 25,000 Credits, Agent’s Suit, Dalmatian
OBJECTIVES
Retrieve the runaway dog from around Cauldros’s northern Mount M’gando.

Beating the Heat

QUEST GIVER	QUEST LOCATION
Sakuraba Industries	Cauldros

SUMMARY
We’re developing new ground gear that can withstand ultra-high temperatures. We need you to gather some bogano weed to make a prototype.
REWARDS
80 EXP, 25,000 Credits, Rare NVD
OBJECTIVES
Gather seven bogano weeds in Cauldros.

Gathering Grenades

QUEST GIVER	QUEST LOCATION
Mediators	Sylvalum

SUMMARY
In preparation for the day when we need them, I want you to gather a number of cluster papayas. I'm certain they'll prove to be of use.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Yellow Camo)
OBJECTIVES
Gather five cluster papayas in Sylvalum.

The Jewelmonger

QUEST GIVER	QUEST LOCATION
Omari	Sylvalum

SUMMARY
The plan is to turn a hidden cantor hoard into fine jewelry. I need you to find me one.
REWARDS
80 EXP, 25,000 Credits, Custom Diving Mask, Custom Diving Pants
OBJECTIVES
Take one hidden cantor hoard from a recluse cantor in Sylvalum.

Incomprehensible Weapon

QUEST GIVER	QUEST LOCATION
Factory 1.21	Sylvalum

SUMMARY
The professor is starting on a new weapon nobody's ever tried before. He says he wants a new energy source, too.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Pink Camo)
OBJECTIVES
Gather 19 samples of brilliant green liquid in Sylvalum.

Juicy Analysis

QUEST GIVER	QUEST LOCATION
BLADE HQ	Sylvalum

SUMMARY
It seems data from a past civilization is recorded in intelligent liquid metal. We'll need quite a bit of it for a complete analysis.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Blue Camo)
OBJECTIVES
Gather eight samples of intelligent liquid metal in Sylvalum.

Bottomless Baggage

QUEST GIVER	QUEST LOCATION
Dopang Caravan	Sylvalum

SUMMARY
Friend must gather thick coronid hide for use in making rugged rucksack.
REWARDS
80 EXP, 25,000 Credits, Rare Adhesive Bandage
OBJECTIVES
Harvest one thick coronid hide from ancient coronids in Sylvalum.

Partners in Prototyping

QUEST GIVER	QUEST LOCATION
Orphean Technologies	Oblivia

SUMMARY
I'd like to request certain materials for use in prototyping a new line of weapons.
REWARDS
80 EXP, 25,000 Credits, Rare Browline Glasses
OBJECTIVES
Harvest one quality vigent claw from berserk vigents in Oblivia.

A Hero's Welcome

QUEST GIVER	QUEST LOCATION
Nopon Commerce Guild	Oblivia

SUMMARY
Heopon of the year is coming home soon. Gather drums of valor for big celebration!
REWARDS
80 EXP, 25,000 Credits, Rare Halfrim Glasses
OBJECTIVES
Gather nine drums of valor in Oblivia.

Sumptuous Sleeping

QUEST GIVER	QUEST LOCATION
Dorian Caravan	Noctilum

SUMMARY
Boss insist he need luxury bed made of eternal moss. And what boss want, boss get!
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Green Camo)
OBJECTIVES
Gather 10 clumps of eternal moss in Noctilum.

Squashing Scirpos

QUEST GIVER	QUEST LOCATION
Interceptors	Primordia

SUMMARY
We’re being overrun by a herd of native scirpos! Please help us push them back.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Yellow Camo)
OBJECTIVES
Hunt five native scirpos in Primordia.

Plucking Auravises

QUEST GIVER	QUEST LOCATION
Interceptors	Oblivia

SUMMARY
There have been a string of BLADE casualties attributed to tempest auravises. I want you to clear them out.
REWARDS
80 EXP, 25,000 Credits, Rare Search Scope
OBJECTIVES
Hunt seven tempest auravises in Oblivia.

Petramand Patrol

QUEST GIVER	QUEST LOCATION
Reclaimers	Oblivia

SUMMARY
The large numbers of malium petramands are slowing up BLADE work in the field. Thin them out.
REWARDS
80 EXP, 25,000 Credits, Rare Gauze Eyepatch
OBJECTIVES
Hunt eight malium petramands in Oblivia.

Ictus Infestation

QUEST GIVER	QUEST LOCATION
Prospectors	Sylvalum

SUMMARY
We’ve got indigens horning in on some precious resources. Take those hermit ictuses out.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Black Camo)
OBJECTIVES
Hunt four hermit ictuses in Sylvalum.

Goliath, the Stronghold

QUEST GIVER	QUEST LOCATION
Prospectors	Sylvalum

SUMMARY
A tyrant is damaging an important resource supply. Take down Goliath, the Stronghold before we lose any more of it.
REWARDS
80 EXP, 25,000 Credits, Custom Diving Bodywear, Custom Diving Band R, Custom Diving Band L
OBJECTIVES
Slay Goliath, the Stronghold in Sylvalum's North Cinderdunes.

Laurencio, the Fog Bow

QUEST GIVER	QUEST LOCATION
Reclaimers	Sylvalum

SUMMARY
Laurencio, the Fog Bow is making trouble for BLADEs in the field. End the tyrant's reign.
REWARDS
80 EXP, 25,000 Credits, Custom Snorkel, Custom Swimsuit Bottoms
OBJECTIVES
Slay Laurencio, the Fog Bow in Sylvalum's Lake Ciel.

Anselm, the Triumphant

QUEST GIVER	QUEST LOCATION
Harriers	Sylvalum

SUMMARY
A tyrant is giving the Harriers a hard time. Help them hunt down Anselm, the Triumphant.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Green Camo)
OBJECTIVES
Slay Anselm, the Triumphant at Sylvalum's Delusians South Summit.

Candelario, the Bronze

QUEST GIVER	QUEST LOCATION
Curators	Sylvalum

SUMMARY
Candelario, the Bronze is on the rampage and preventing important work from being completed. Your assistance is required.
REWARDS
80 EXP, 25,000 Credits, Rare Tank Top (Black Camo)
OBJECTIVES
Slay Candelario, the Bronze at Sylvalum's Samuel Incline.

Petramand Patrol

QUEST GIVER	QUEST LOCATION
Curators	Cauldros

SUMMARY
The terbium petramand population is out of control. Go control it.
REWARDS
80 EXP, 25,000 Credits, Rare Glasses
OBJECTIVES
Hunt four terbium petramands in Cauldros.

Ya-rhat, the Thundercloud

QUEST GIVER	QUEST LOCATION
Drongo Caravan	Cauldros

SUMMARY
Ya-rhat the Thundercloud is getting in way of Nopon business! Stop tyrant so we can make money in peace.
REWARDS
80 EXP, 25,000 Credits, Rare Heart Glasses
OBJECTIVES
Slay Ya-rhat, the Thundercloud in Cauldros.

Vortice, the Deific Blast

QUEST GIVER	QUEST LOCATION
Harriers	Cauldros

SUMMARY
There's a tyrant giving even the Harriers a hard time. Lend them support in hunting Vortice, the Deific Blast.
REWARDS
80 EXP, 25,000 Credits, Custom Swimsuit Top, Custom Swimmer's Band R, Custom Swimmer's Band L
OBJECTIVES
Slay Vortice, the Deific Blast in Cauldros's Mount M'gando during brimstone weather.

Vainamo, the Bellower

QUEST GIVER	QUEST LOCATION
Pathfinders	Cauldros

SUMMARY
A tyrant is interfering with FrontierNav expansion. We ask your help in defeating Vainamo, the Bellower.
REWARDS
80 EXP, 25,000 Credits, Transcendent Uniform
OBJECTIVES
Slay Vainamo, the Bellower at Cauldros's Capital Wreckage.

The Fail Parade

QUEST GIVER	QUEST LOCATION
Café Employee	Noctilum

SUMMARY
A certain someone has started breaking plates now. Please bring us some sea anemone platters to use until production is ramped up.
REWARDS
10 EXP, 1500 Credits, Prototype Trekpants
OBJECTIVES
Gather three sea anemone platters in Noctilum.

Top-Secret Mission

QUEST GIVER	QUEST LOCATION
Lara Mara	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at Armory Alley.
REWARDS
—
OBJECTIVES
Talk to Lara Mara at Armory Alley in the administrative district.

Skell License

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
It’s about goddamn time you took the Skell license test! I’ll meet you in your barracks.
REWARDS
—
OBJECTIVES
Talk to Vandham in the barracks interior.

A Question of Causes

QUEST GIVER	QUEST LOCATION
Enrai	Industrial District

SUMMARY
Report to the client for briefing. They are waiting in the central industrial district.
REWARDS
—
OBJECTIVES
Talk to Enrai in the central industrial district.

Scouting in Secret

QUEST GIVER	QUEST LOCATION
Stella	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at BLADE Tower.
REWARDS
—
OBJECTIVES
Talk to Stella at the administrative district’s BLADE Tower.

Ambush

QUEST GIVER	QUEST LOCATION
Lara Nara	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at BLADE Tower.
REWARDS
—
OBJECTIVES
Talk to Lara Nara in the administrative district’s BLADE Tower.

Buddies on the Brink

QUEST GIVER	QUEST LOCATION
Trachio Lythren	Industrial District

SUMMARY
Report to the client for briefing. They are waiting in the central industrial district.
REWARDS
—
OBJECTIVES
Talk to Trachlo Lythren in the central industrial district.

A Practice Partner

QUEST GIVER	QUEST LOCATION
Zarch Quokett	Ma-non Ship

SUMMARY
Report to the client for briefing. They are waiting in the starboard side of the Ma-non ship.
REWARDS
—
OBJECTIVES
Talk to Zarch Quokett in the starboard side of the Ma-non ship.

Calling All Testers!

QUEST GIVER	QUEST LOCATION
Tutura	Administrative District

SUMMARY
Report to the client for briefing. They are waiting at BLADE Tower.
REWARDS
—
OBJECTIVES
Talk to Tutura at the administrative district’s BLADE Tower.

Wanted: Miranium Expert

QUEST GIVER	QUEST LOCATION
Go Sirho	Commercial District

SUMMARY
Report to the client for briefing. They are waiting at East Melville Street.
REWARDS
—
OBJECTIVES
Talk to Go Sirho on the commercial district’s East Melville Street.

Miranium for Fun and Profit

QUEST GIVER	QUEST LOCATION
May May	Ma-non Ship

SUMMARY
Report to the client for briefing. They are waiting in the starboard side of the Ma-non ship.
REWARDS
—
OBJECTIVES
Talk to May May in the starboard side of the Ma-non ship.

New Orders

QUEST GIVER	QUEST LOCATION
Vandham	BLADE Barracks

SUMMARY
Come to the barracks briefing room for the details. Last time you'll hear me say it, I swear.
REWARDS
—
OBJECTIVES
Head to the barracks briefing room to accept the story mission.

Miranium Exchange

QUEST GIVER	QUEST LOCATION
May May	Ma-non Ship

SUMMARY
Did you know we have a VERY special deal? 75,000 credits for 10,000 units of miranium…
REWARDS
75,000 Credits
OBJECTIVES
Gather 10,000 units of miranium and deliver it to May May.

Culling Caecuses

QUEST GIVER	QUEST LOCATION
Pathfinders	Sylvalum

SUMMARY

A group of villainous caecuses are causing massive disruption to data probe installation work in the field. Your help is requested in taking them out.

REWARDS

50 EXP, 10,000 Credits, SpecUp.THERM-RES VIII

OBJECTIVES

Hunt five villainous caecuses in Sylvalum.

Secret Files

Character-Yielding Missions At A Glance

These are the affinity missions that yield party members. Use this table to quickly build your ranks.

CHARACTER NAME	MISSION NAME
Elma	Prologue
Lin	Chapter 1
Gwin	Chapter 3
Doug	Chapter 3
Irina	Chapter 3
L	Chapter 4
Lao	Chapter 4
Celica	Manhunt
Nagi	Nagi's Time
Frye	Bottoms Up
Phog	Foggy Dilemma
Murderess	My Dream
Hope	Hope Springs Eternal
Mia	Mia IsMissing!
HB	A NewRival?!
Yelv	Meeting Yelv
Bozé	The Mad Monk
Alexa	Weaponized

Secret Files

Arms Manufacturer-Yielding Missions At A Glance

Check out this table to gain all of the Arms Manufacturers.

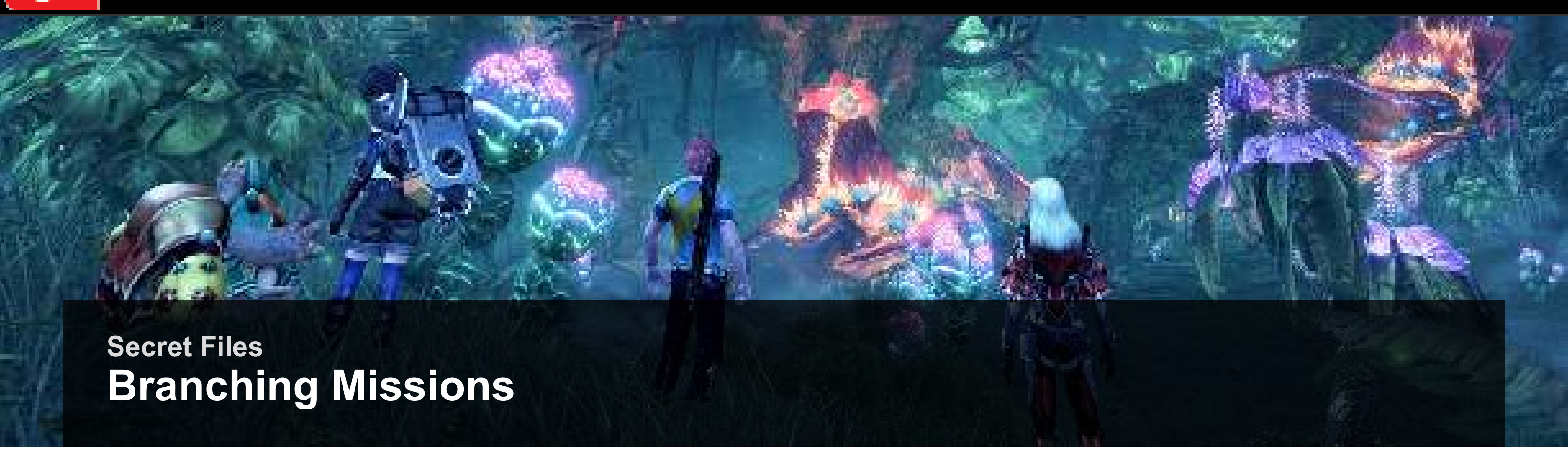
CORPORATION NAME	MISSION NAME
Sakuraba Industries (Strength: Physical gear with good stability.)	Chapter 3
Grenada Galactic Group (Strengths: Beam-attribute gear.)	Chapter 3
Meredith & Co. (Strength: Ether gear. Weakness: Lacking instability.)	Chapter 4
Candid & Credible (Strengths: High defense and electric gear.)	Chapter 5
Six Stars (Strength: High damage weaponry. Weakness: Low accuracy.)	Complete “Prospective Partners”
Orphean Technologies (Strengths: High evasion and gravity-attribute gear.)	Complete “Rescue at the Ensconced Citadel”
Nopon Commerce Guild (Strengths: Thermal-attribute weaponry, often greater magazine capacity.)	Complete “BFFs”
Factory 1.21 (Strengths: Rare and valuable gravity-attribute products.)	Professor B’s Return

Secret Files

Exclusive Art-Yielding Missions At A Glance

Trying to grab a certain character's exclusive Arts? Play the below Affinity missions.

CHARACTER NAME	MISSION NAME	ART ACQUIRED	MISSION NAME	ART ACQUIRED
Elma	We Were Soldiers	Shadowstrike	Then and Now	Ghost Factory
Lin	The Repair Job	Fire Carnival	Birthday Boy	Drum Roll
Lao	A Friend in Need	Balance Breaker	The Matchmaker	Afterburner
Gwin	Nine Lives	Ultraslash	Boot Camp	Grenade Blitz
Irina	Renewed Will	Smooth Recovery	Fathers and Sons	Quick Cannon
L	L's Conundrum	Mindstorm	The Nopon Heir	Dual Dynamo
Doug	Close Comrades	Starlight Duster	Soldier of the Harriers	Phenomenon
Celica	New in New LA	Black Bane	Fitting In	Zero Zero
Nagi	Nagi's Time	True Stream Edge	Reporting for Duty	Blossom Dance
Frye	Blitzkrieg	Bullet Twister	Brotherly Love	Titan Recharge
Phog	A Great Divide	Sky High	Blitzkrieg	Crisis Zone
Murderess	The Little Rich Girl	Seventh Edge	Serial Thriller	Gravity Lunge
Hope	A False Hope	Secondary Speed	A Present for Hope	Tacit Censure
Mia	Mia Grows Up	Clarity Ray	Mia Grows Up	Beam Bomber
HB	The King of Fear	Atomic Hit	Climbing the Ladder	Flamehand
Yelv	Arms and the Man	Essence Exchange	Yelv's Partner	Master Gunner
Bozé	Bozé's Way	Vortex	Bozé's Ignorance	Slayonet
Alexa	What theSkell?!	Overclock	Rapid Misfire	Maximum Voltage



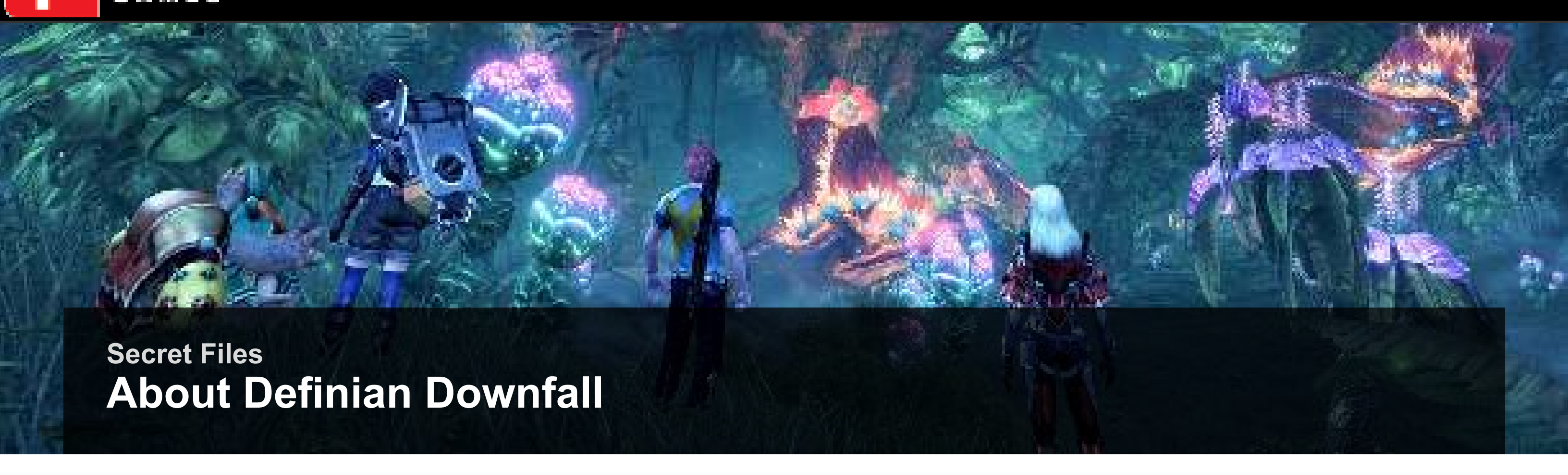
Secret Files

Branching Missions

A significant number of missions in the game allow the player character to make decisions that can affect entire xenoform races. Others affect more personal matters or simply lead to different mission outcomes. Check the two tables below to see if you're on the right track to the outcome you want—and beware of spoilers!

Xenoform-Affecting Decisions

XENOFORM	NPC NAME AND/OR MISSION	ACTION TAKEN
Orphean	Kun'luarb (Circle of Life)	Let Kun'luarb die, take water back.
Orphean	Kun'luarb (Circle of Life)	Save Kun'luarb with the senirapa water.
Wrothian	Ge Jewhe (Until the End)	Let Ge Jewhe die attacking the Prone.
Wrothian	Ge Jewhe (Until the End)	Saved Ge Jewhe by finding the bracelet.
Ma-non	Alex (AlienNation)	Allow Ma-non todie.
Ma-non	Alex (Alien Nation)	Save the Ma-Non.
Prone	Slovity Pagus (Slovity's Rampage)	Have the clans not trust each other.
Prone	Slovity Pagus (Slovity's Rampage)	Have the clans trust each other.
Definian	Erio (Definian Downfall)	Kill Fortun.
Definian	Erio (Definian Downfall)	Reprogram Fortun.
Wrothian	Three Talons (The Queen Is Dead)	Save them by selecting Fire/Horn during info.
Wrothian	Three Talons (The Queen Is Dead)	Let them die by giving wrong information.
Wrothian	De Zing (The Unbreakable Sword)	Take the sword.
Wrothian	De Zing (The Unbreakable Sword)	Let him keep the sword.
Wrothian	Gi Zang (The Duel Part IV)	Do not warn about Tolba.
Wrothian	Gi Zang (The Duel Part IV)	Warn about Tolba.
Wrothian	Gu Ladha (Lend an Ear)	Tell her there are other things to do besides fighting.
Wrothian	Gu Ladha (Lend an Ear)	Tell her that you will train her.
Wrothian	Zo Zazhi (A Dish Served Cold)	Beat her the first time you find her.
Wrothian	Zo Zazhi (A Dish Served Cold)	Show her the swords, then fight and find assassin afterward.
Wrothian	Ga Jiarg (Lionhearted)	Do not wager with Ga Jiarg.
Wrothian	Ga Jiarg (Lionhearted)	Challenge Ga Jiarg to defeat more Skells than the Wrothians.
Prone	Loda Gorida (Forbidden Love)	Choose options that lead to Leroy protecting Lavina.
Prone	Loda Gorida (Forbidden Love)	Choose options that continually put down Leroy.
Prone	Zarch Quokett (Training Day)	Kill Odsent the boar.
Prone	Zarch Quokett (Training Day)	Allow him to train the boar.
Prone	Sevvy Belgazus (Tree-mendous)	Save his son last with kepha holly.
Prone	Sevvy Belgazus (Tree-mendous)	Sevvy's son dies because of the simius.
Prone	Nemard Wolfen (Here Come the Brides)	Marry Enneana.
Prone	Nemard Wolfen (Here Come the Brides)	Marry Heptana.
Nopon	Zazazan (Special Delivery)	Don't tell Loma about Zazazan's shipment.
Nopon	Zazazan (Special Delivery)	Tell Loma about Zazazan's shipment.
Ma-non	Bihabba (SnipeHunt)	Act unexpectedly.
Ma-non	Bihabba (SnipeHunt)	Act methodically.
Nopon	Popote (Sparking a Smile)	Send Pisa.
Nopon	Popote (Sparking aSmile)	Send Popote
Zaruboggan	Feloran (The Old Gods)	Do as Toluera asks.
Zaruboggan	Feloran (The Old Gods)	Do as Feloran asks.
Zaruboggan	Orleron (Child of Mira)	Send Orleron to live in NLA.
Zaruboggan	Orleron (Child of Mira)	Send Orleron to live on the Ma-non Ship.
Nopon	Mumun (The Trading Floor)	When dealing with the Prone, kill them.
Nopon	Mumun (The Trading Floor)	Agree to go get more food for the Prone.
Ma-non	Chiopitus (Emotion Commotion)	Tell Dana to give Christopher the antennas.
Ma-non	Chiopitus (Emotion Commotion)	Tell Dana to give Christopher the clusters.
Nopon	Muimui (Setting Forth)	Pay for a new radar.
Nopon	Muimui (Setting Forth)	Retrieve the radar from Biahno Lake.
Nopon	Lana (My Angel, My Lana)	Tell her the baby isn't real.
Nopon	Lana (My Angel, My Lana)	Congratulate Walolo on the new baby.
Ma-non	Ackwar (Murder Most Foul)	Ackwar dies.
Ma-non	Ackwar (Murder Most Foul)	Ackwar lives.
Ma-non	Victoria (The Fashionista)	Deliver mondcherry.
Ma-non	Victoria (The Fashionista)	Deliver sona herb.
Orphean	The Party Line	Nopon representativec hosen.
Orphean	The Party Line	Orphean representative chosen.
Zaruboggan	The Good Thief	Don't talk down the thief.
Zaruboggan	The Good Thief	Talk down the thief.
Zaruboggan	Dubious Operation	Turn Roselle in.
Zaruboggan	Dubious Operation	Go along with Roselle's scheme.
Prone	The Art of War	Kill more than just the leader.
Prone	The Art of War	Only kill the leader.
Ma-non	Tutura (That's In-Credible)	Kill 10 pigs.
Ma-non	Tutura (That's In-Credible)	Kill one big enemy.
Zaruboggan	Liza (Pollution Solution)	Don't suggest the Zaruboggans.
Zaruboggan	Liza (Pollution Solution)	Suggest the Zaruboggans.
L	L's Conundrum)	Suggest the electric hammock.
L	L's Conundrum	Suggest the high-temperature pot, then the honeysmoke.
Orphean	On' tonam (A Fateful Choice)	Return to NLA without fighting the Telethia.
Orphean	On' tonam (A Fateful Choice)	Defeat the Telethia and then finish the quest.
Nopon	Nalu (Supplies Surprise)	Go along with everything Nalu says.
Nopon	Nalu (Supplies Surprise)	Be suspicious of Nalu and talk to Lularita.
Wrothian	De Ezich (Leaving the Nest)	Force the Wrothian to stay at the camp.
Wrothian	De Ezich (Leaving the Nest)	Let the Wrothian go to NLA.



Secret Files
About Definian Downfall

"Definian Downfall" is a mission you must complete in order to get Mia as a party member. However, it's behind quite a few mission chains, some of which won't be completable until near endgame. We recommend completing Chapter 11 of the main story before looking these Normal Missions up:

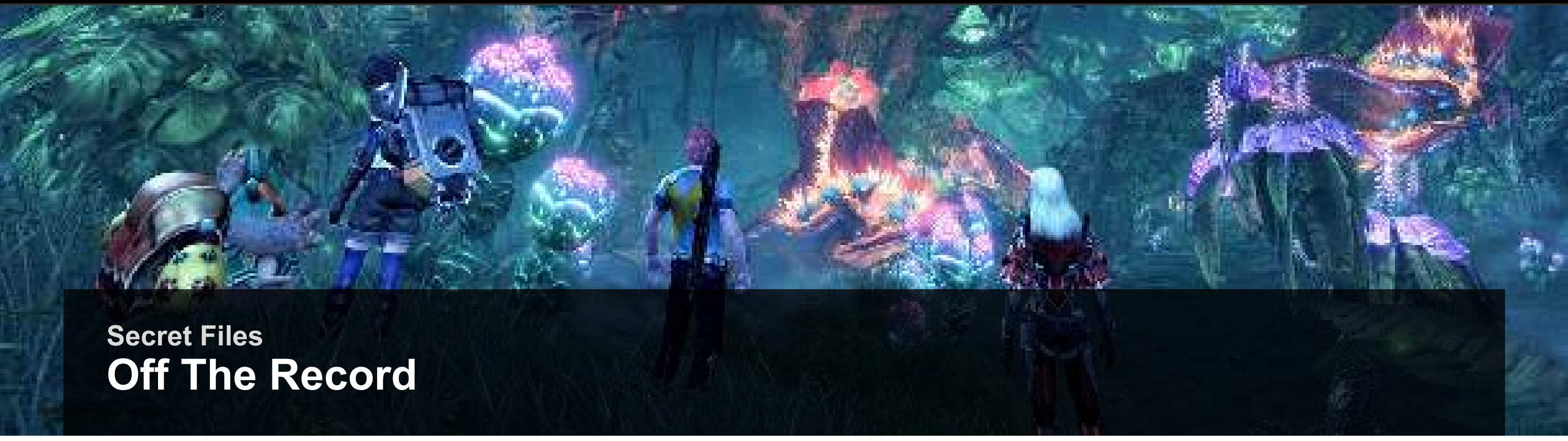
ALEX VS. XENOS:
Alien Nation
Shotgun Diplomacy
The Line of Fire
Alex's Last Stand

PROFESSOR B:
Mystery Man
Professor B's Return

THE DEFINIANS:
Attack on Biahno Hills
Water Woes
The Miracle Maker
Rites of Ruin
Good Fortun
Definian Downfall

Branching Mission Outcomes

MISSION NAME	RESULT A	RESULT B
City Saviors	You defeated all of the little suids.	You decided to spare the little suids. "A Painful Lesson" mission unlocks later on.
The Celeste Three	You were ambushed by the Celeste Three, but emerged victorious. However, the safe requires a fourth key to open.	Fosdyke attacked you, but you emerged victorious. However, the safe requires a fourth key to open.
A Proper Chopper	The helicopter made it back safely. Roscoe thanked you for saving his men.	The helicopter crashed while returning, killing Howard. Perhaps the repairs were faulty?
Alien Nation	You sided with Alex, electing to watch as he purged the alien threat to mankind's future.	You stood against Alex, electing to protect New LA's xenoform residents.
Lakeside Getaway	You succeeded in rescuing Ajoa from the indigens that attacked the Biahno Water-Purification Plant.	Indigens attacked the Biahno water-purification plant, killing the entire research team.
The Handy Ma-non	Task by task, you earned Sostenasa's trust. It seems the BLADEs have benefited greatly from his services.	While you were unable to win Sostenasa's trust, you at least feel closer to him than before.
Emotion Commotion	(Elemental Chunks Option)Dana's love was requited. By observing the events, Chiopitus gained an understanding of human love.	(Red Thallus Antennae Option)Dana's love remained one-sided. Was Chiopitus at least able to see the complexity of human love?
The Fashionista	The undergarment designs failed, but your knowledge of Ma-non tastes resulted in a wild new perfume.	The undergarment designs failed, but your knowledge of Ma-non tastes resulted in a refreshing new perfume.
Here Come the Brides	Nemard married a fierce Prone, pleasing Auld Belgazus. The entire Ma-non Ship will likely be festive.	Nemard married a kind Prone, pleasing AuldBelgazus. The entire Ma-non ship will likely be festive.
Herbivores, Unite!	Speak to Yun'tonam before completing this quest and tell him not to eat the tree to trigger this option. With Mon'barac's help, the Great Tree was restored to life. He and Naza also seem to have worked out their differences. This can be accomplished by talking to Yun'tonam before growing the second tree. He will then not eat the Great Tree.	This time, the reborn Great Tree was eaten by Yun'tonam. Divisions between the Prone and Orphe appear to run quite deep...
Forbidden Love	Love overcame the barriers between species, and Leroy and Lavina were married.	Leroy and Lavina were not able to marry, but it's likely just a matter of time.
An Ancient Legend	Disaster has been averted. However, the large number of enemies resulted in casualties.	Disaster has been averted. Thanks to the help of the Cavern Clan, there were no casualties.
Training Day	Odsent's retraining was successful. It shouldn't be long before Zarch realizes his dream.	The dangerous Odsent was defeated. It seems there will be no unnecessary conflict with the Cavern Clan.
My Angel, My Lana	You brought Lana home safely, though Bubu seems a little upset at her recklessness.	Lana has decided to live with Walolo, leaving Bubu sad and alone.
A Tip of the Cap	You helped make a Santa hat. Nosusu looks delighted!	You helped make a pom-pom beanie. Nosusu looks delighted!
Special Delivery	You never learned the package's contents, but you delivered it to Bodada as instructed.	The package turned out to be fluffy—yet dangerous—pollen orbs. Now in Loma's hands, they will not reach the general Nopon population.
Supplies Surprise	It feels like she's using you, but you found Nalu's requested goods regardless.	You planted a trap in the goods as per Lularita's suggestion. It seems that Nalu is going to learn her lesson the hard way...
A Dish Served Cold	You stopped Zo Zazhi from getting killed and brought her back to New LA.	You stopped Zo Zazhi just in time and somehow managed to get her back to New LA.
Until the End	You successfully rescued Ge Jewhe. Hopefully she will never again leave Vi Sezha's side.	You could not rescue Ge Jewhe. However, stories of her heroism are sure to become the stuff of legend.
Leaving the Nest	After gaining his freedom, De Ezich relocated to New LA.	De Ezich decided to straighten himself out under the stern eye of his parents.
The Queen Is Dead	You crushed the queen jacul alongside the Three Talons. Now the Wrothians have one less worry in their lives.	You crushed the queen jacul alongside the Three Talons. They suffered casualties, but now the Wrothians have one less worry in their lives.
The Unbreakable Sword	You recovered the unbreakable sword for De Zing. No doubt he is off training with it right now.	You recovered the unbreakable sword for De Zing, who then gave you the blade in thanks.
Circle of Life	Kun'luarb passed, but new life was born via division, and senirapa water will bringmore.	Kun'luarb is no more, but a drop of senirapa water ensures that new life will beborn.
Pollution Solution	The hiring of the Zaruboggan helped prevent further damage, which made Liza's day.	The new employee didn't work out, but the Zaruboggan seem born for this kind of work.
Stop, Thief!	You found the stolen jewel and proved Shiraton's innocence.	You doubted Shiraton's innocence, but it turns out he was telling the truth all along.
The Old Gods	Golbogga, the god of the Zaruboggan and destroyer of Bedun, actually looks just like a... human?	Upon examining the disk, you found that not only does Golbogga exist, but he is also humanlike inform. With his hypothesis destroyed, Toluera is in despair.
Definian Downfall	Fortun is dead, and the three Definian sisters dealt with. Erio will finally be able to live in peace.	Fortun's personality has changed, and the three sisters were defeated. Erio and her mother can now live in peace.
Rise of the Blood Lobster	You killed the Blood Lobster, who was actually Justin. He died with a smile on his face.	You spared the Blood Lobster, who was actually Justin. He wailed in despair at your mercy, as it spoiled his grand ending.
The Art of War	You defeated the leader of the Lotus Keep Building Site and routed the Ganglion, thus proving the validity of Sajif's battle plan.	You defeated other enemies in the Lotus Keep building site besides the leader—thus failing to properly enact Sajif's battle plan.
The Repair Job	The electrical fault was repaired. It's a patch job, but it should hold for a littlewhile.	You fixed the electrical fault and replaced all the parts, leaving it better than you found it. Lin seems pleased.
The Mad Monk	You completed Bozé's mission and rescued his former academy student. Go to BLADE Tower for the next affinity mission.	You completed the mission with Bozé and helped both the xenoform and Bozé's former academy student. Go to BLADE Tower for the next affinitymission.
Mayhem	May has learned the value of cooperation and returned to New LA ready to make friends.	May seems determined to continue with her solitary investigations of Oblivia.
Water Woes	It's now safe for work to continue, and there were no issues during the tests—but Ajoa still seems worried.	There were no issues during the tests, but Ajoa still seems worried. Regardless, production can now be ramped up.
Frontier Spirit	You found the spring and also helped Bates out of a jam—which made quite the impression on Corwin.	It seems that Bates has run into a little trouble. But his team will surely take care of its members' problems.
Unknown Assailant	(Go West Option) Unfortunately, Corwin couldn't be saved. What will become of his team?	(Go South Option) You saved Corwin's team. Their numbers have been depleted, but with Raleigh's determination and the team's frontier spirit, they'll surely recover.
Murder Most Foul	You took down the killer, but unfortunately could not save Ackwar'slife.	You and Ackwar exposed Powell as the killer and defeated him. To do this you must have overheard the bomb disposal tip near the Restricted Hangar Entrance and attempt to defuse the bomb.
Shotgun Diplomacy	You succeeded in convincing Alex that his ways were in error, but his ally interfered.	You failed to convince Alex. Perhaps it's simply impossible for him to see eye to eye with you...
Snipe Hunt	You eliminated the sniper. The Ma-non are no longer exposed to this Ganglion threat.	It cost you, but at least the Ma-non are no longer exposed to the Ganglion sniper threat.
The Party Line	The Ma-non candidate was taken care of, and a Nopon candidate chosen as the spokesperson instead.	Sun'barac announced hiscandidacy. This looks good for xeno-human relations.
Tree-mendous	You rescued the captives with no casualties, and also caught a glimpse of the Tree Clan's courage, for not a single one yielded to the Cavern Clan.	The chief's son, Uzoma Vassago, battled to the end before finally dying with honor. It seems the Tree Clan's hatred of the Cavern Clan is intensifying.
Kidnapped: Uzoma Vassago	Using Kepha Holly to save him, you successfully rescued the kidnapped Uzoma Vassago.	Uzoma Vassago refused to yield to the Cavern Clan, but perished at the hands of an indigen.
The Ultimate Price	During the mission, Team Gus was wiped out by indigens. Perhaps it was karma.	By helping Gus, you fell into his trap and could not complete the mission. Quincy, however, seems to have taken a liking to you.
Slovity's Rampage	You defeated Megisia without injuring Slovity's men.	You defeated Megisia, but couldn't help killing Slovity's men.
The Trading Floor	You collected the kiweggs requested by the Prone, but received no payment for your services.	The Prone demands were resolved by the sword. You didn't earn much for your trouble.
Sparking a Smile	The pep returned to Nan's step after the fireworks. Ngogo also looked delighted at not having to listen to Nan complain.	There was trouble along the way, but the fireworks display was a success, and Pisa found a new objective for her life.
Castle in the Sky	You obtained eyewitness reports, tracked down the thief, and returned the cargo. Kuta was delighted.	You encountered Bobora, whose account led you to the thief and the stolen cargo. Kuta was delighted.
The Big Bang	You gave the requested materials to Popote, thereby concluding the preparations. He will now head to New LA while Pisa makes the fireworks.	You gave the requested materials to Popote, thereby concluding the preparations. Pisa will now head to New LA while Popote makes the fireworks.
Lend an Ear	After much back and forth, Gu Ladha was appointed as a liaison to the humans.	Gu Ladha gained some confidence after the intense sparring match. No doubt she will make a fine soldier.
The Duel (Part IV)	You regained the sword. However, Gi Zang was injured by a surprise attack from an enemy imitating Tolba.	You defeated the enemy imitating Tolba Wolfen and regained the sword.
Lionhearted	You helped Ga Jiarg's team destroy the Skells, gaining their respect in the process.	You destroyed more Skells than Ga Jiarg's team, gaining their respect in the process.
My Dream	You submitted to the Murderess and wound up giving up both credit for the job and your reward. ...What a jerk.	You confronted the Murderess and had to beat back the attacks of her followers....What a jerk.
Bozé's Ignorance	You repelled the xenoforms and defeated the indigen. It seems there is little hope of Bozé's xenophobia abating any time soon...	You repelled the xenoforms using a Ma-non device and defeated the indigen. Bozé seems to have opened his mind a little...
Weaponized	By choosing the stronger enemy, you helped Alexa test the Ramjet Rifle, and she gave you a prototype version in return. Go to the Outfitters Test Hangar for the next affinity mission.	You helped Alexa test the prototype weapon. Go to the Outfitters Test Hangar for the next affinity mission.
The Little Rich Girl	You won the bet with Yolanda and captured Lan'cord, thus completing your mission with the Murderess.	You lost the bet with Yolanda, but caught Lan'cord, thus completing your mission with the Murderess.
The Good Thief	Select Watch, Soothe, Disagree, and Wait to convince the thief to return the voltant.	The voltant was discarded into the reservoir, but thanks to Phoskeran, no permanent damage was done.
A Fateful Choice	Run'tonam and company were wipedout. You informed On'tonam of Run'tonam'sd emise.	Run'tonam and company were wiped out. You were able to bring her Ovah home.
A Dubious Operation	You reported Roselle's crime to HQ and protected Shiraton.	You decided to look the other way when it came to Roselle's plan to charge high prices for disposing of dangerous pollutants.



Secret Files

Off The Record

When you reach level 4 in any BLADE field skill, mysterious missions entitled “Off the Record” will show up in Mission Control. The objectives to these missions are hidden behind riddles, and for good reason: Completing these missions allows you to push your field skills to level 5! Here are the keys to cracking the code.

Archaeological Level 5

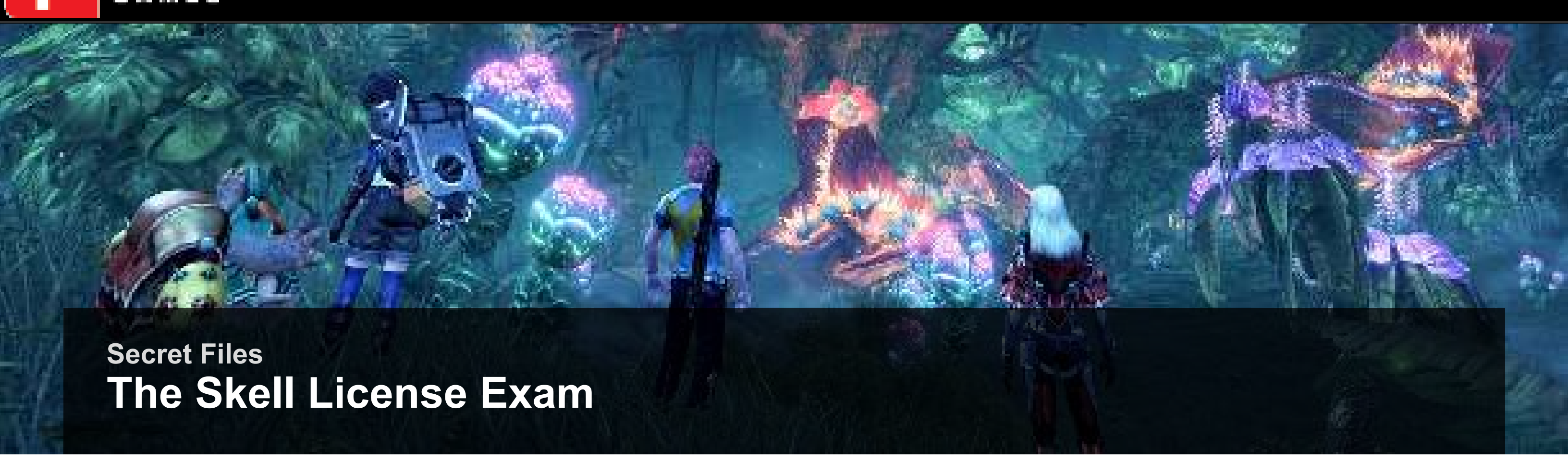
“In the court of the forest gods, a brood of sentinels here do flock.”	Discover the Sentinel’s Nest location, located on the east side of the Divine Roost in Noctilum.
“Across the table where titans feast hides an insect you must defeat.”	Defeat Calore, the Lava Walker. This tyrant hides in the lava outside of the Infernal Ledges cave in Cauldros, northwest of Titan’s Table.
“If you seek a pure white shell, to the east does it now dwell.”	Collect white forfex shells from land forfexes or others in Oblivia.
“In fields of green in New LA, ask in the morning to find the way.”	Talk to Solan near Deliverance Park (Residential District) in the morning.

Mechanical Level 5

“Soar deep into the skies and seek the forgotten land’s ultimate peak.”	Discover Mount Edge Peak, the highest point in Oblivia aside from the Floating Reef. Naturally, you’ll need a Skell with the flight module installed for this.
“After dawn o’er land of white, a rare red foe appears to smite.”	Defeat Lyla’s Galdr, a rare tyrant that appears east of Lake Ciel in Sylvalum between 5:00 and 7:00 in the morning. It will appear beneath the Noctilucent Sphere and fly north to a cliff, where it will wait until disappearing at 7:00.
“Etchings of ancient beasts to find? Seek a stony shore in fired climes.”	Collect savage sketches, a rare collectible found on the eastern cliffs of Cauldros.
“In suburban glory in a setting sun, the afflicted tell of what’s to come.”	Talk to Solan in the Residential District in the evening, in an alley in Ishmael Hills.

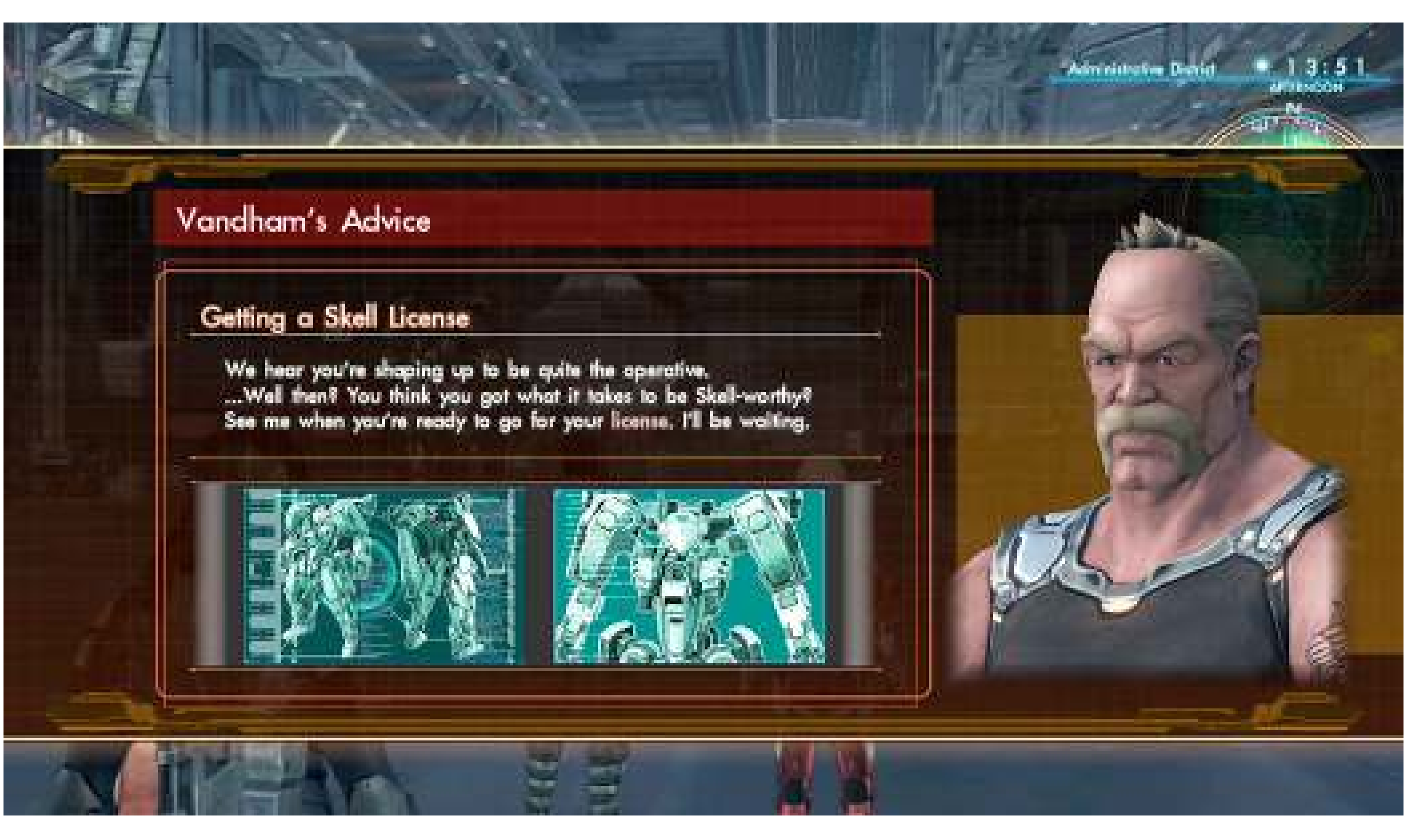
Biological Level 5

“Take this elevated corn to hand, atop the peaks of a delusional land.”	Collect pale maize, a rare collectible from the top of the Delusian Mountains in Sylvalum.
“Atop the forest’s eternal cascade, a bitter baron awaits the blade.”	Defeat several acid diluses, located on the west side at the top of Everwhelm Falls in Noctilum.
“Above an early land do hover, courting birds whose seal you covet.”	Collect auravis courtship feathers from auravises in Primordia or Oblivia.
“Where ordnance takes first breath, collect your spoils after sunset.”	Talk to Solan in the Outfitters Test Hangar at night.



Secret Files

The Skell License Exam


Administrative District
13:51
AFTERNOON

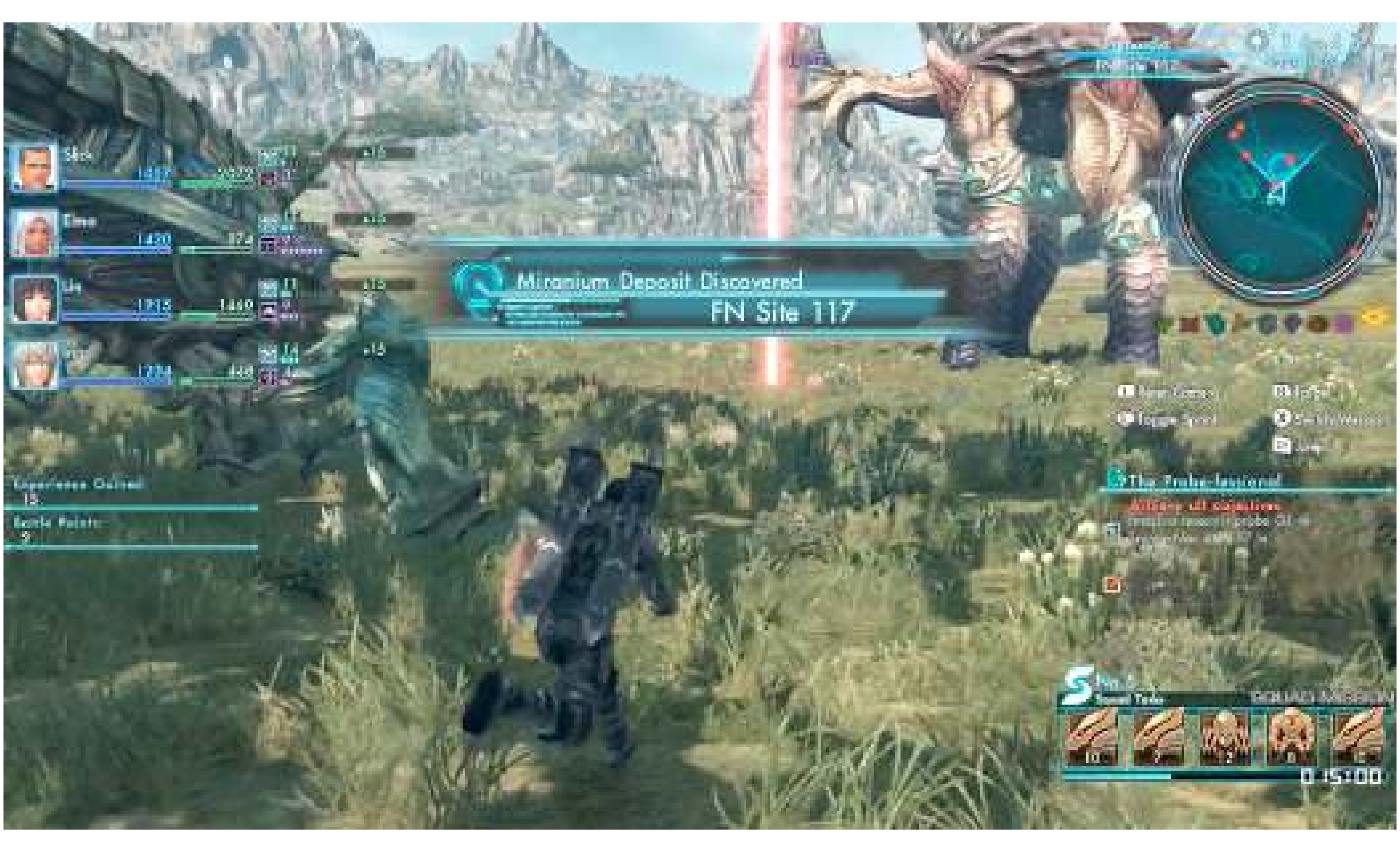
Vandham's Advice

Getting a Skell License

We hear you're shaping up to be quite the operative.
...Well then? You think you got what it takes to be Skell-worthy?
See me when you're ready to go for your license. I'll be waiting.

Finish Chapter 6 of the main story and you'll be able to approach Vandham to apply for a license to pilot your very own Skell! However, getting the license won't be easy. You'll have to complete missions from every single division of BLADE.

Proficiency Exam 1

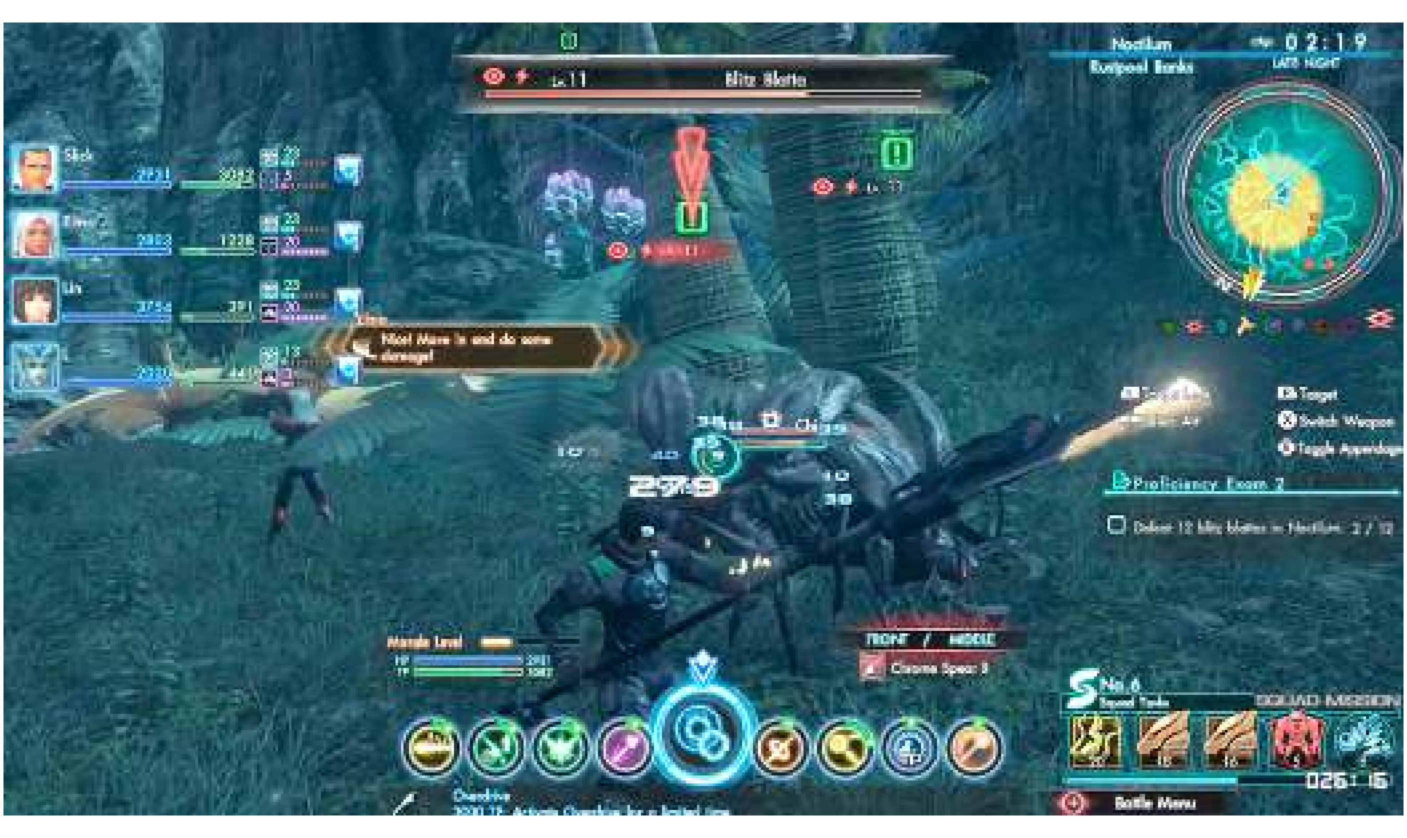

Miranium Deposit Discovered
FN Site 117
The Probe-fessional
0:15:00

The proficiency exam from the Pathfinders.

Objective: Install a data probe at FrontierNav Site 117 in Primordia.

Site 117 is directly northeast from New LA. Refer to the FrontierNav section of this guide's Data chapter for the location of the probe. Planting the probe requires only a level 1 Mechanical field skill.

Proficiency Exam 2

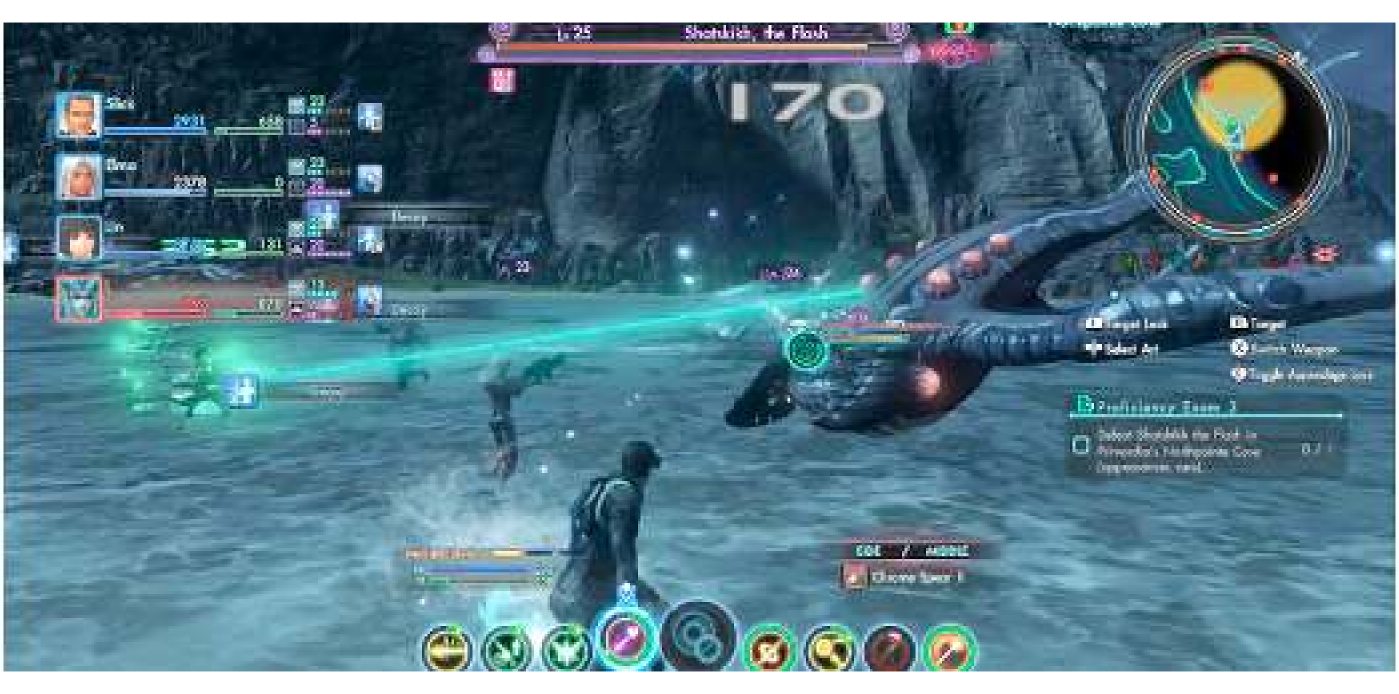

Lv.11
Blitz Blatta
Noctilum
Rustpool Banks
02:19
LATE NIGHT
Nice! Move in and do some damage!
279
Proficiency Exam 2
Defeat 12 blitz blattas in Noctilum. 2 / 12
FRONT / MIDDLE
Chrome Spear II
SQUAD MISSION
Battle Menu

The proficiency exam from the Interceptors.

Objective: Defeat 12 blitz blattas in Noctilum.

The mini-map will point you to several places in Noctilum where blitz blattas are. Follow it and get the job done.

Proficiency Exam 3


Lv.25
Shatskikh, the Flash
170
Proficiency Exam 3
Defeat Shatskikh the Flash in Primordia's Northpointe Cove (appearances rare).

The proficiency exam from the Harriers.

Objective: Defeat Shatskikh, the Flash in Primordia's Northpointe Cove (appearances rare).

Follow the mini-map and await Shatskikh's arrival. Shatskikh is a level 25 tyrant, so be on your guard! For a full rundown on this indigen, check the Bestiary/Enemy Index in this guide's Data chapter. If the tyrant is not present, fast travel to a nearby location and repeat until it spawns.

Proficiency Exam 4

TThe proficiency exam from the Reclaimers.

Objective: Obtain the solar starship map in Noctilum's Humdrum Peaks.

The mini-map and Follow Ball will lead you right to this one.

Proficiency Exam 5

The proficiency exam from the Curators.

Achieve All Objectives:

Gather eight rock armadillos in Noctilum.

Gather three beagflea squashes in Oblivia.

Gather six multi-speckled ladybugs in Primordia.

Refer to the Collectible Locations section of this guide's Data chapter for the locations of these items. An efficient way to collect the Beagflea squash is to fast travel to the Dorian Caravan, collect a handful there, then fast travel to the spot, repeating these steps until you have all you need.

Proficiency Exam 6

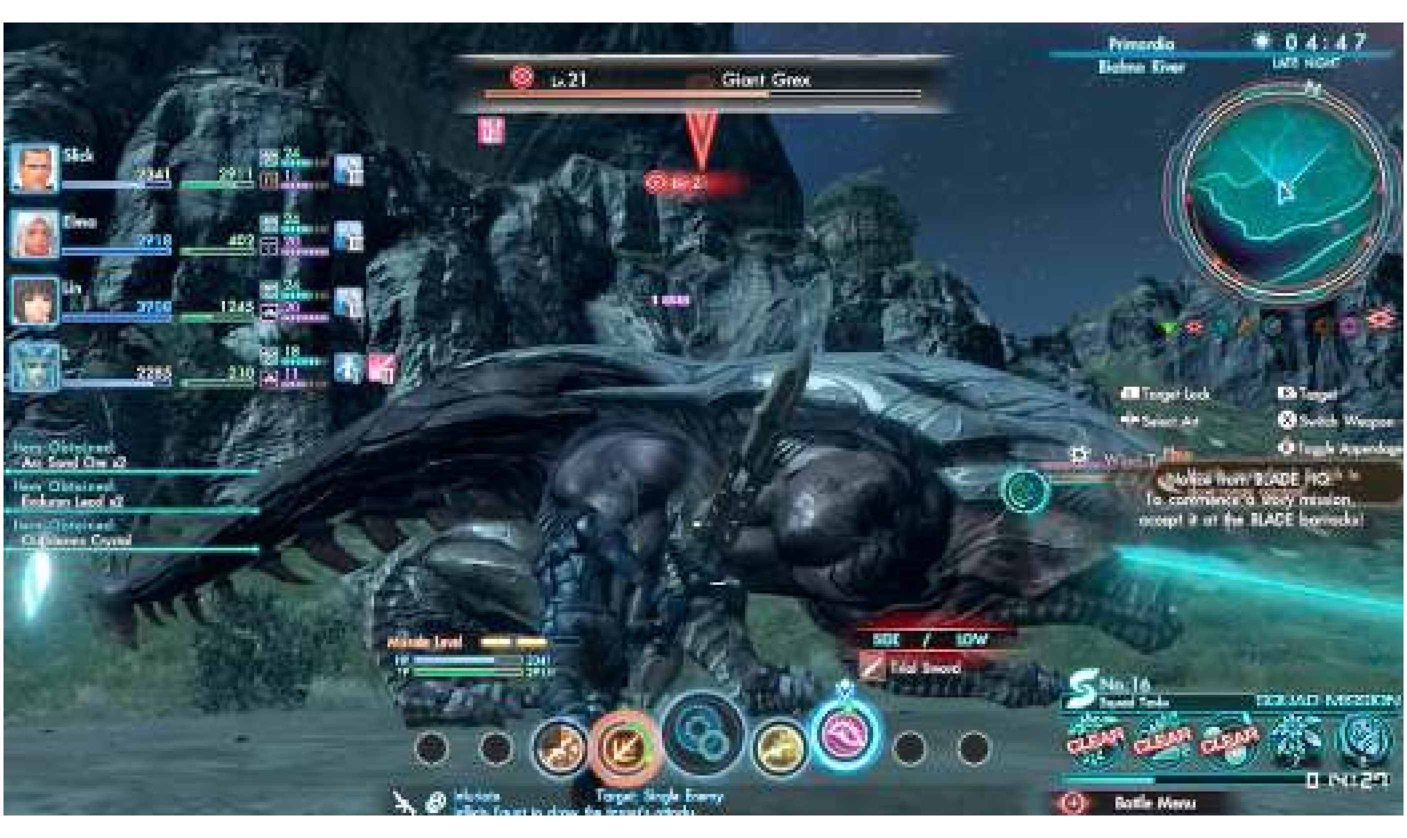
The proficiency exam from the Prospectors.

Objective: Use FrontierNav to earn over 15,000 credits in a single return.

Refer to the FrontierNav section of this guide's Data chapter for places to plant probes and to optimally place research probes.

Proficiency Exam 7

Reset Camera
Toggle Sprint
Target
Switch Weapon


Lv.21
Giant Grex
Primordia
Biahno River
04:47
LATE NIGHT
Notice from BLADE HQ:
To commence a story mission, accept it at the BLADE barracks!
SIDE / LOW
Trial Sword
SQUAD MISSION
Battle Menu

The proficiency exam from the Outfitters.

Objectives:

Get the examination weapon from Tauler on Division Drive in the Administrative District.

Achieve any objective:

Defeat three giant grexes in Primordia with a Trial Knife.

Defeat three giant grexes in Primordia with a Trial Assault Rifle.

Defeat three giant grexes in Primordia with a Trial Sword.

Tauler is right around the corner from the arms manufacturers' terminal. Go grab all three weapons from him, then equip your desired one of the three and go kick some grex butt. You can find some giant grexes along Biahno Hills and Biahno River, among other places.

Proficiency Exam 8

The proficiency exam from the Mediators.

Achieve Any Objective:

Complete "The Handy Ma-non."

Complete "The Pip-Squeak."

Complete "That's In-Credible!"

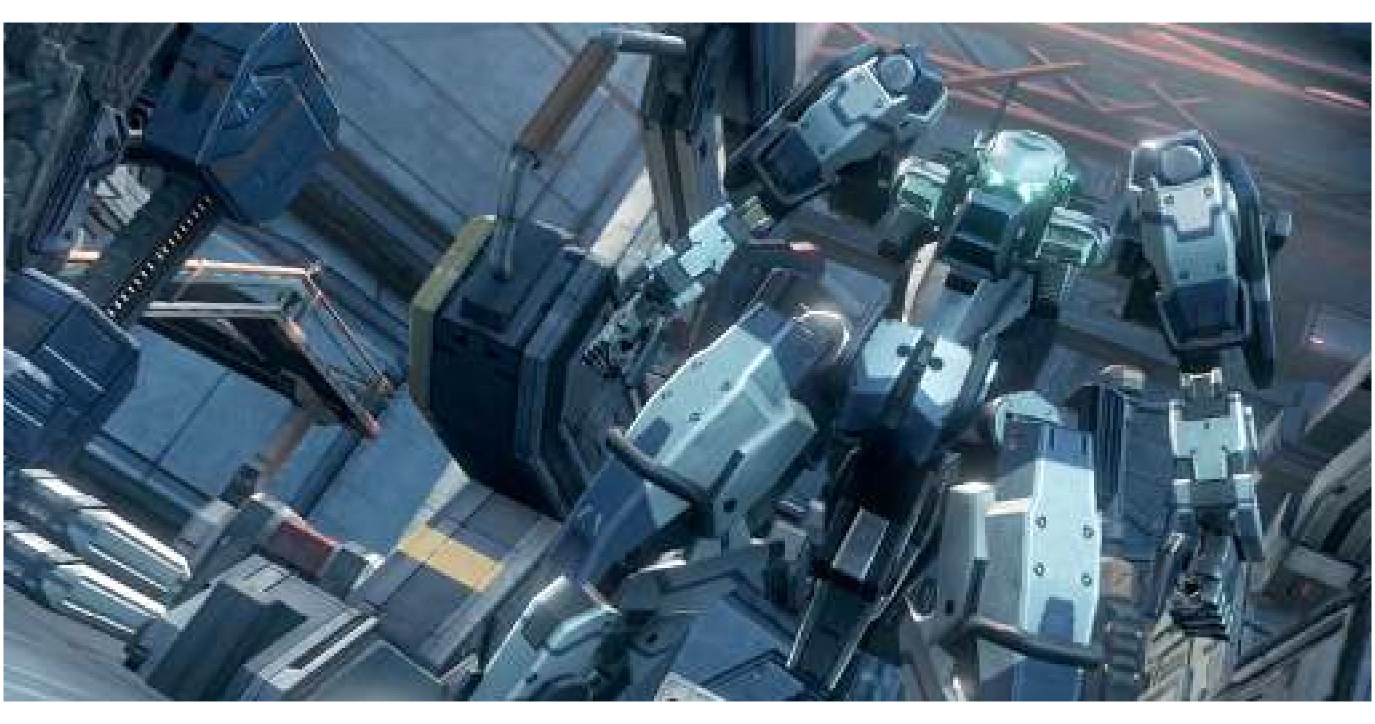
Go ahead and check around New LA for any one of these missions. You can find details on all of them in the Normal Missions section of this guide's Walkthrough. Scan the objectives, pick the one you feel most confident doing, then get it done.

Claim Your Ride!

Administrative District
Hangar
The Skell License

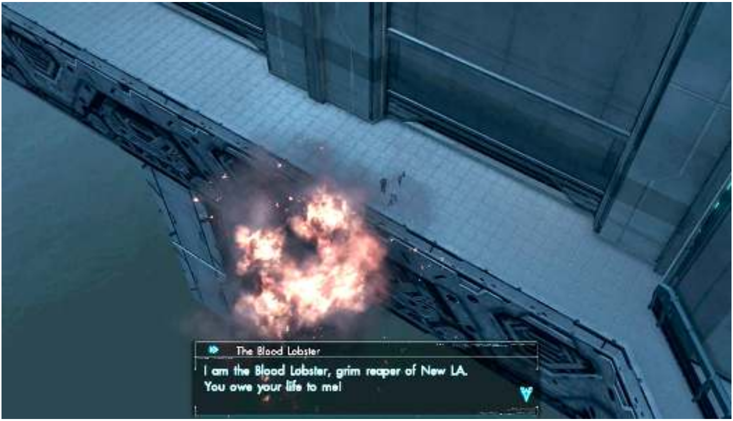
Male BLADE

Lately, whenever I see Lin she's with some small animal that she calls "Tatsu." I don't know if it's a pet or what, but it's nice to see her enjoying herself.



Secret Files

Rise of the Blood Lobster



The Blood Lobster

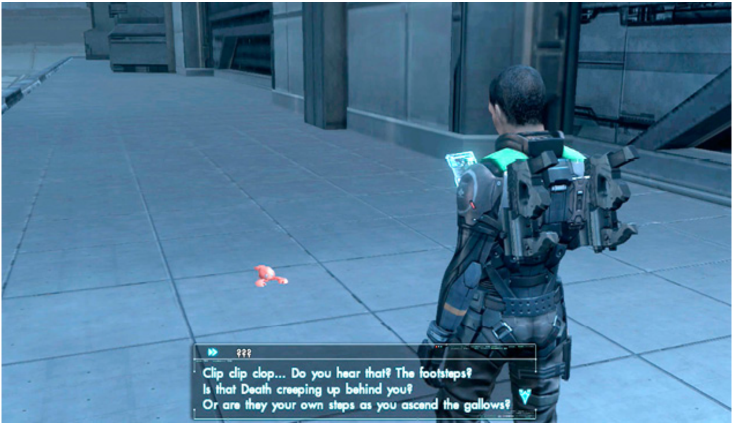
I am the Blood Lobster, grim reaper of New LA. You owe your life to me!

After finishing Chapter 3, as well as completing the “A Hero’s Ride” normal mission, head to the left of the Outfitters test hangar entrance to find a cute but curious stuffed lobster.

Watch out, though—these lobsters hide explosives! The Blood Lobster makes his debut here, threatening to blow up New LA unless you find all of his little toys. In addition the one you’ve just found, there are 100 stuffed lobsters in all. Use the locations provided below to save the city!

While you can start the quest after Chapter 3, you cannot complete this mission until Chapter 11, at the earliest. Finding all of the stuffed lobsters will require the use of a Skell, and a flying Skell makes things much easier.

Lobsters – First Half

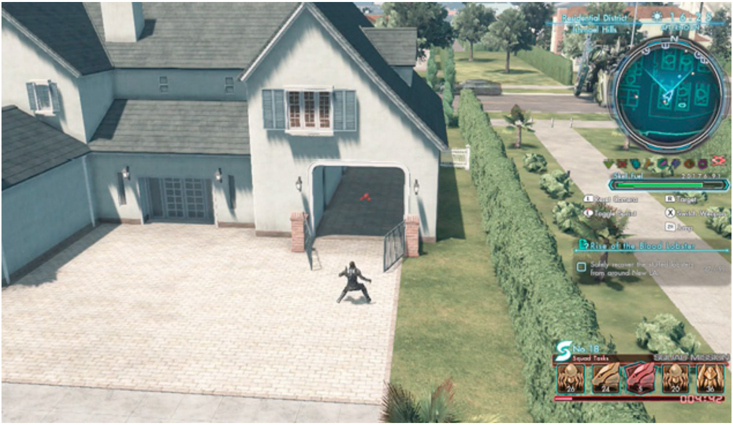


???

Clip clip clop... Do you hear that? The footsteps?
Is that Death creeping up behind you?
Or are they your own steps as you ascend the gallows?

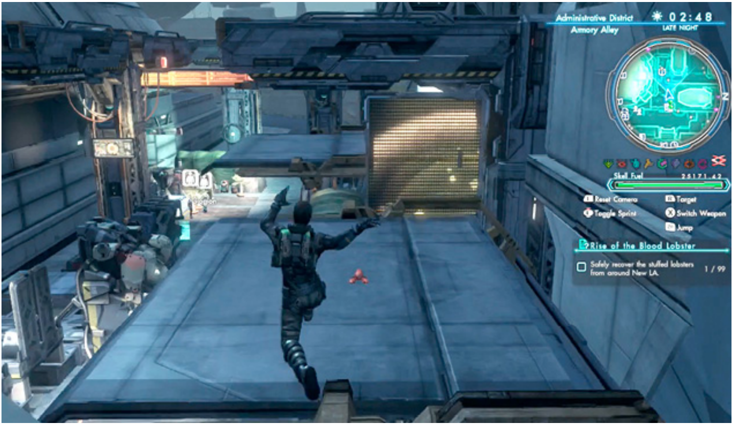
***Stuffed Lobster 0:** Industrial District*

Left from the Outfitters Test Hangar entrance. This is the stuffed lobster that begins the quest.


Residential District
Ishmael Hills
16:25
N
Skell Fuel
Target
Switch Weapon
Rise of the Blood Lobster
☐ Safely recover the stuffed lobsters from around New LA.
No. 18
Squad Tasks
SQUAD MISSION
26
24
5
20
36
00:42

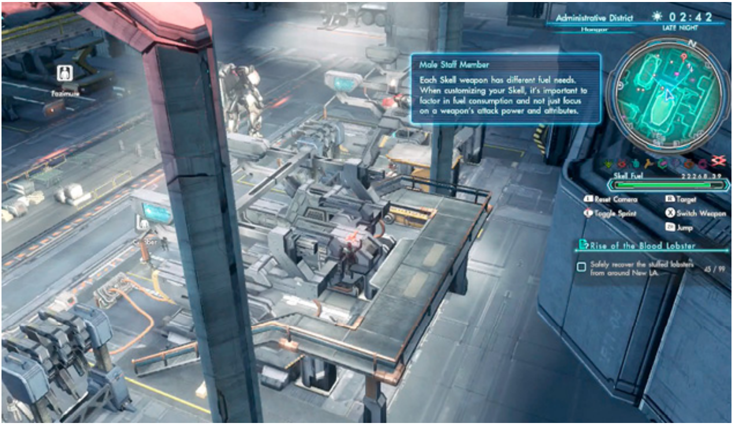
***Stuffed Lobster 1:** Residential District/Ishmael Hills*

White-painted, gray-roofed house at the border of Ishmael Hills. Check the garage.


Administrative District
Armory Alley
02:48
LATE NIGHT
Skell Fuel
25171.42
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
1 / 99

Stuffed Lobster 2: *Administrative District/Armory Alley*

On the roof left of the Shop Terminal.

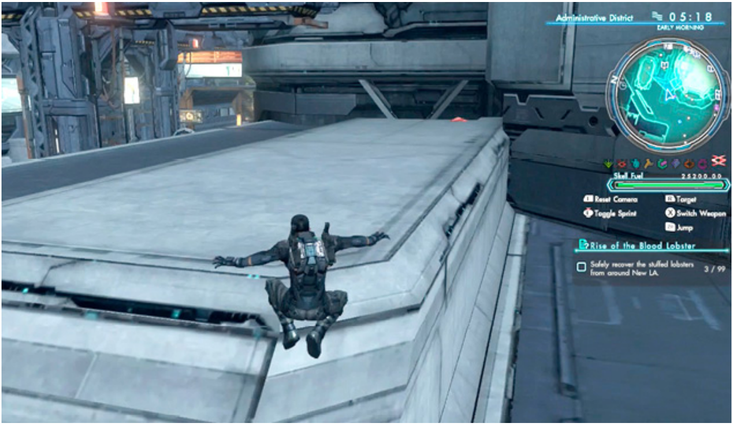

Administrative District
02:42
LATE NIGHT
N
Skell Fuel
22268.39
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
45 / 99

Male Staff Member

Each Skell weapon has different fuel needs. When customizing your Skell, it's important to factor in fuel consumption and not just focus on a weapon's attack power and attributes.

Stuffed Lobster 3: *Administrative District/Hangar*

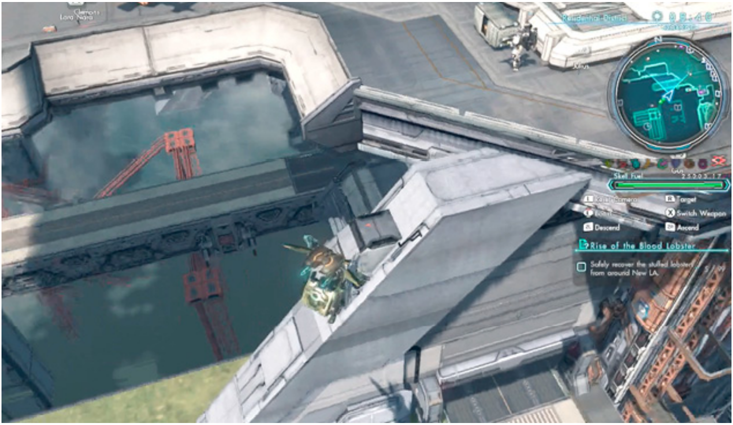
Skell maintenance area, close to Camber, near the steps.


Administrative District
05:18
EARLY MORNING
Skell Fuel
25200.00
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
3 / 99

☐ Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 4: *Administrative District/Armory Alley*

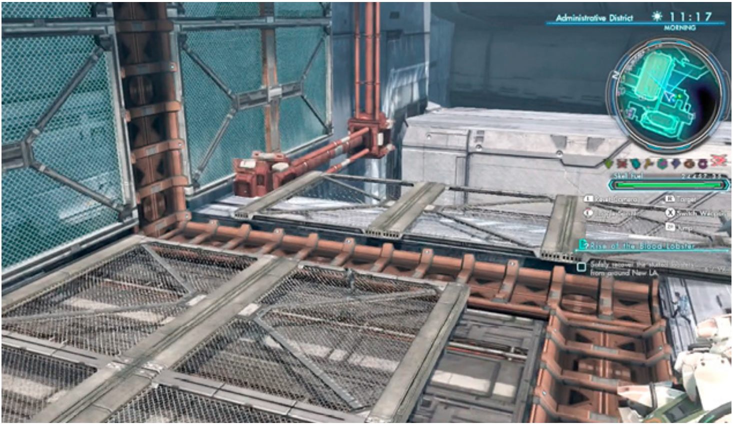
Left side of BLADE Tower (slightly west of the warp to the Ma-Non Ship).


Residential District
Skell Fuel
Target
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster

☐ Safely recover the stuffed lobsters from around New LA.

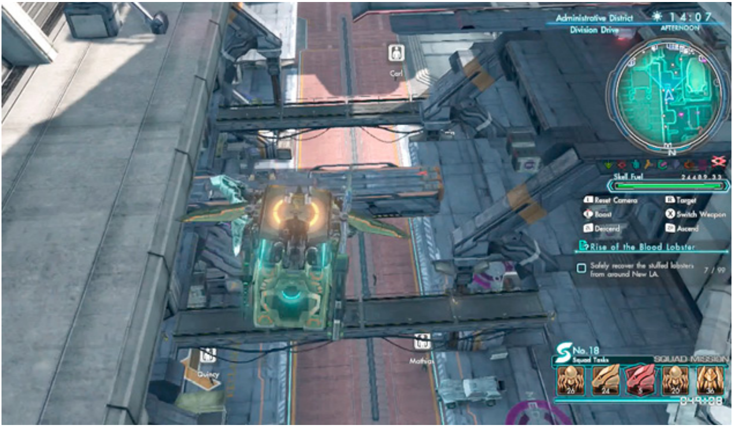
Stuffed Lobster 5: *Administrative District/BLADE Tower*

Elevator side of BLADE Tower. Head past the edge, onto the slanted ramp.


Administrative District
11:17
MORNING
Skell Fuel
Reset Camera
Target
Switch Weapon
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.

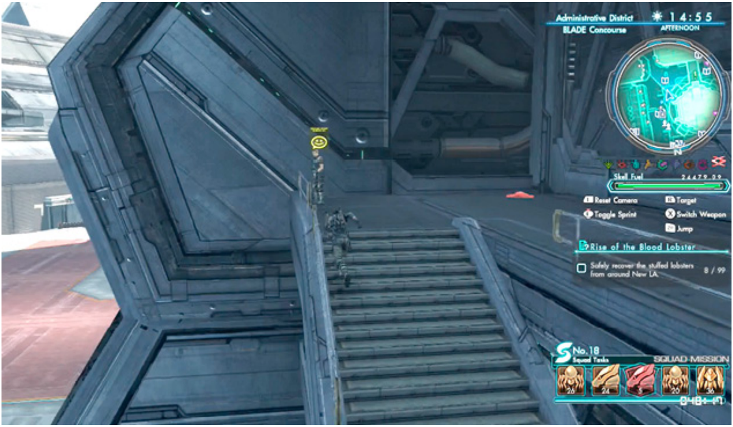
Stuffed Lobster 6: *Administrative District*

Across from the Mimeosome Maintenance Center, at the bottom of the red staircase. Check the end of the red pipe.


Administrative District
Division Drive
14:07
AFTERNOON
Carl
Skell Fuel
24489
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
7 / 99
No. 18
Squad Tasks
SQUAD MISSION
Quincy
Mathias

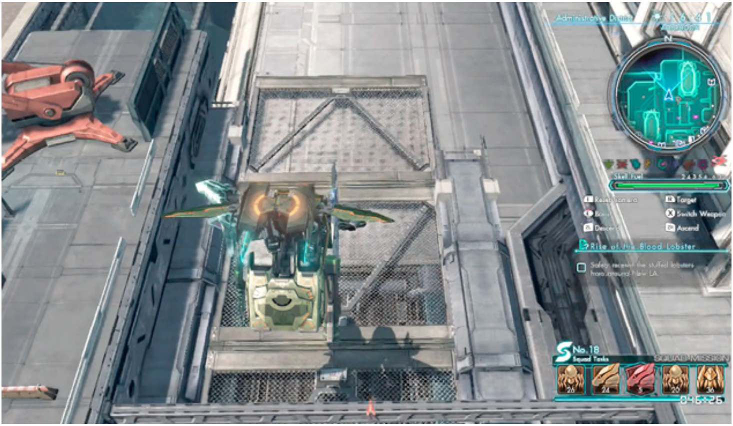
Stuffed Lobster 7: *Administrative District/Division Drive*

Bridge above the Mediators.


Administrative District
BLADE Concourse
14:55
AFTERNOON
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
8 / 99
No. 18
Squad Tasks
SQUAD MISSION

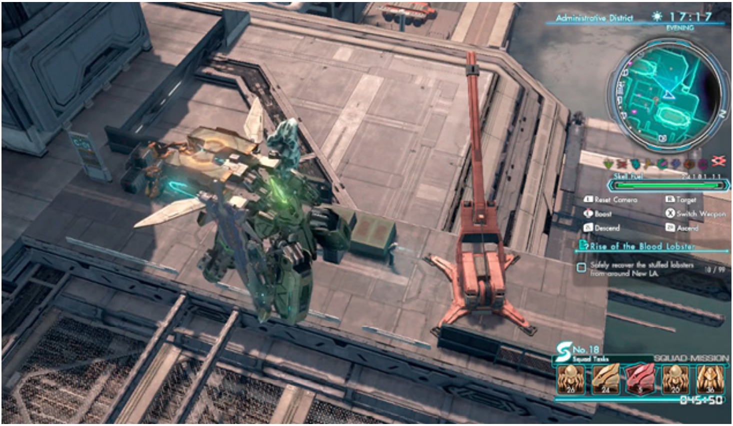
Stuffed Lobster 8: *Administrative District/BLADE Concourse*

At the top of the stairs to the far left of Mission Control.


Administrative District
Skell Fuel
Target
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
No. 18
Squad Tasks
SQUAD MISSION

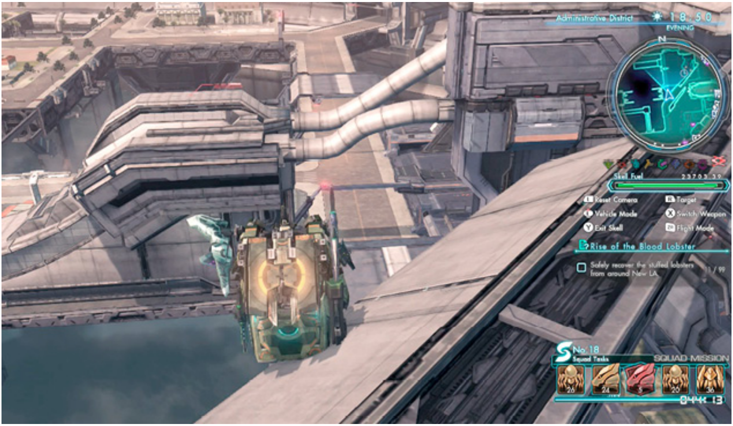
Stuffed Lobster 9: *Administrative District/Division Drive*

Face Division Drive’s elevator, then head past it completely. You’ll see a thin steel frame over some wire mesh with the lobster on it.


Administrative District
17:17
EVENING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
No. 18
Squad Tasks
SQUAD MISSION

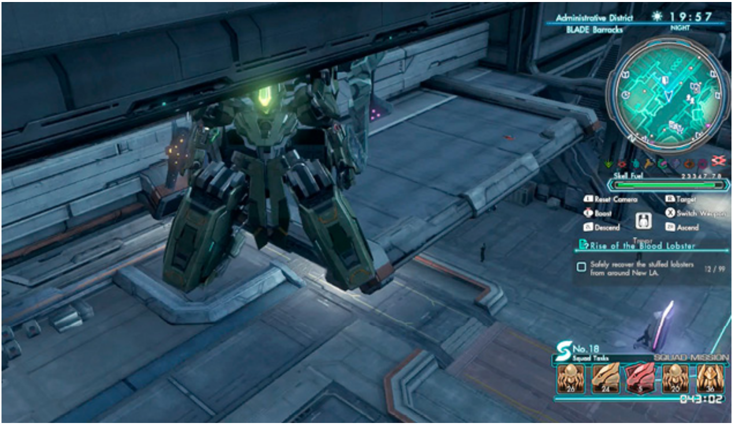
Stuffed Lobster 10: Administrative District/Division Drive

Atop the crane close to where you picked up lobster 9.


Administrative District
18:50
EVENING
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
No. 18
Squad Tasks
SQUAD MISSION

Stuffed Lobster 11: Administrative District

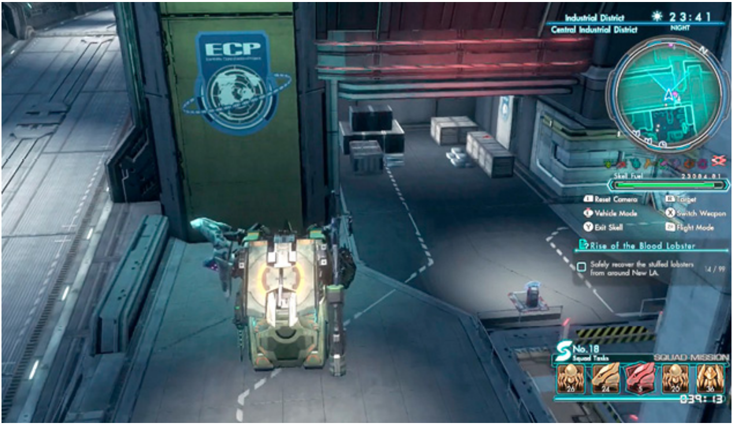
Above the highway running along the lower end of the Administrative District (close to the hangar). Look for the large pipes!


Administrative District
BLADE Barracks
19:57
NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
No.18
Squad Tasks
SQUAD MISSION
043:02

☐ Safely recover the stuffed lobsters from around New LA. 12 / 99

Stuffed Lobster 12: *Administrative District/BLADE Barracks*

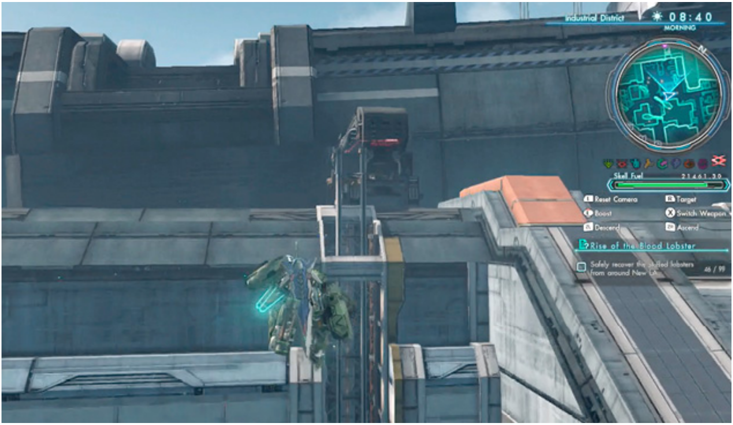
Roof above the BLADE Barracks entrance.


Industrial District
Central Industrial District
23:41
NIGHT
ECP
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
No.18
Squad Tasks
SQUAD MISSION
039:13

☐ Safely recover the stuffed lobsters from around New LA. 14 / 99

Stuffed Lobster 13: *Industrial District*

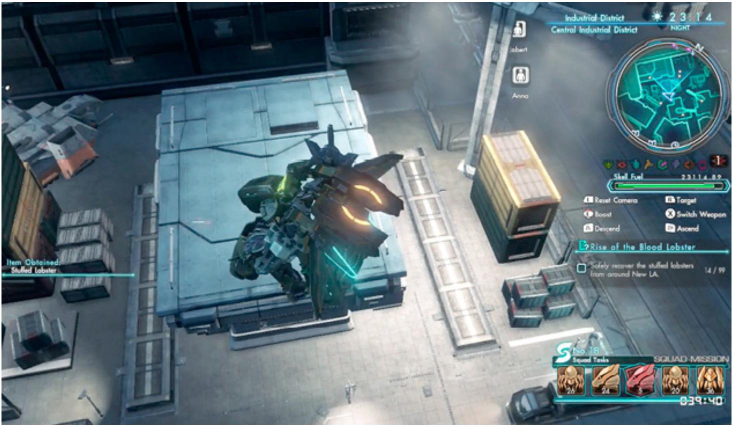
On top of a container near the lower part of the West Gate’s elevator.


Industrial District
08:40
MORNING
Skell Fuel
Reset Camera
Boost
Descend
Target
Switch Weapon
Ascend
Rise of the Blood Lobster
46 / 99

☐ Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 14: *Industrial District*

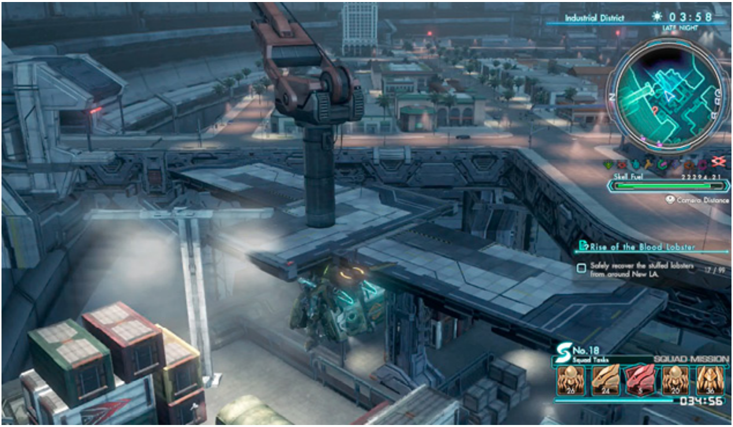
Atop a brace in the upper part of the West Gate’s elevator.


Industrial District
Central Industrial District
23:14
NIGHT
obert
Anna
Skell Fuel
Reset Camera
Boost
Descend
Target
Switch Weapon
Ascend
Item Obtained:
Stuffed Lobster
Rise of the Blood Lobster
14 / 99
No. 18
Squad Tasks
SQUAD MISSION
039:40

☐ Safely recover the stuffed lobsters from around New LA.

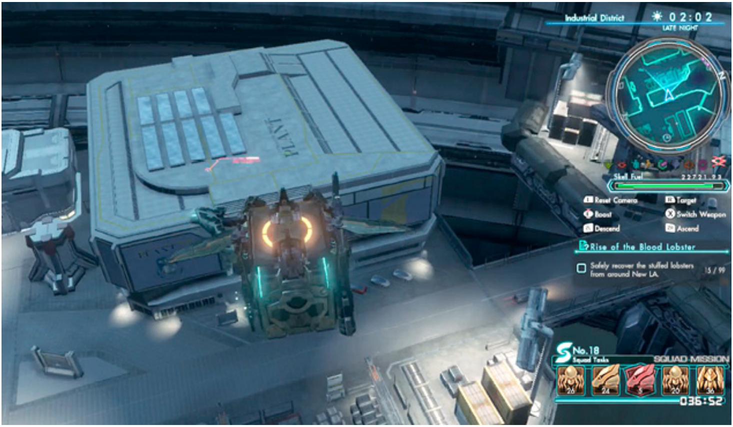
Stuffed Lobster 15: *Industrial District*

On top of the small building on the west side of the crossroads in front of the West Gate.


Industrial District
03:58
LATE NIGHT
Skell Fuel
Camera Distance
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
No. 18
Squad Tasks
SQUAD MISSION
034:56

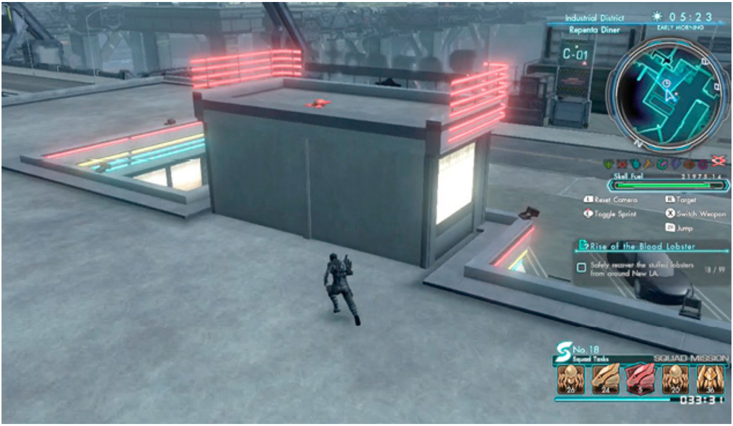
Stuffed Lobster 16: *Industrial District*

Just under the crane near and above Professor B's research lab.


Industrial District
02:02
LATE NIGHT
PLANT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
No. 18
Squad Tasks
SQUAD MISSION
036:52

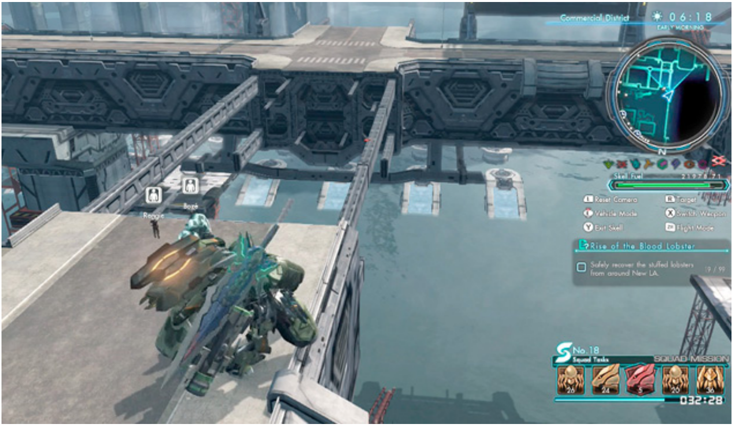
Stuffed Lobster 17: *Industrial District/Integrated Production Plant*

Survey the Industrial District from above with your Skell, and look for the big building with "PLANT" written on it in big letters. It's hard to miss, trust us.


Industrial District
Repenta Diner
05:23
EARLY MORNING
C-01
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
18 / 99
No. 18
Squad Tasks
SQUAD MISSION
033:31

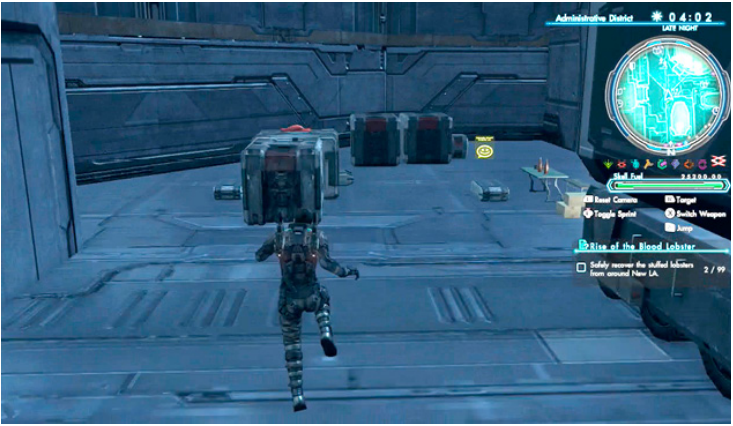
Stuffed Lobster 18: *Industrial District/Repenta Diner*

Above the diner entrance, behind the “Repenta” sign.


Commercial District
06:18
EARLY MORNING
Reggie
Bozé
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
19 / 99
No. 18
Squad Tasks
SQUAD MISSION
032:28

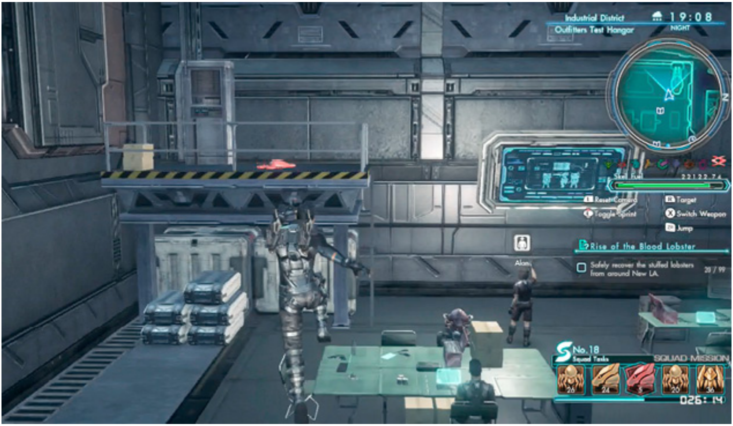
Stuffed Lobster 19: *Commercial District*

On the thin steel frame in front of where Bozé Lowes hangs out.


Administrative District
04:02
LATE NIGHT
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
2 / 99

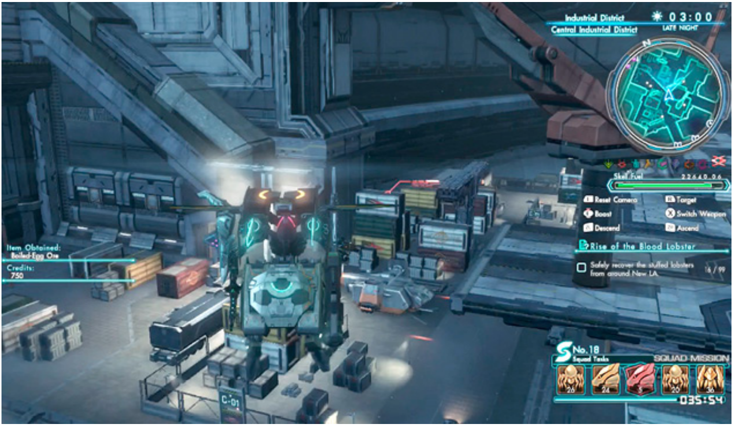
Stuffed Lobster 20: *Administrative District/Hangar*

East from the door in front of the Hangar. Check the box near the area where BLADEs can often be seen fighting.


Industrial District
Outfitters Test Hangar
19:08
NIGHT
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
20 / 99
Alan
No.18
Squad Tasks
SQUAD MISSION
026:14

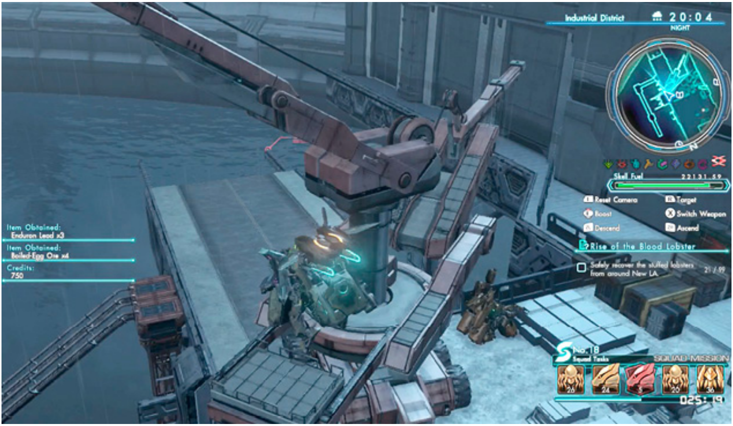
Stuffed Lobster 21: *Industrial District/Outfitters Test Hangar*

Small balcony near Alan.


Industrial District
Central Industrial District
03:00
LATE NIGHT
Skell Fuel
Reset Camera
Boost
Descend
Target
Switch Weapon
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA
16 / 99
Item Obtained:
Boiled-Egg Ore
Credits:
750
No. 18
Squad Tasks
SQUAD MISSION
035:54
C-01

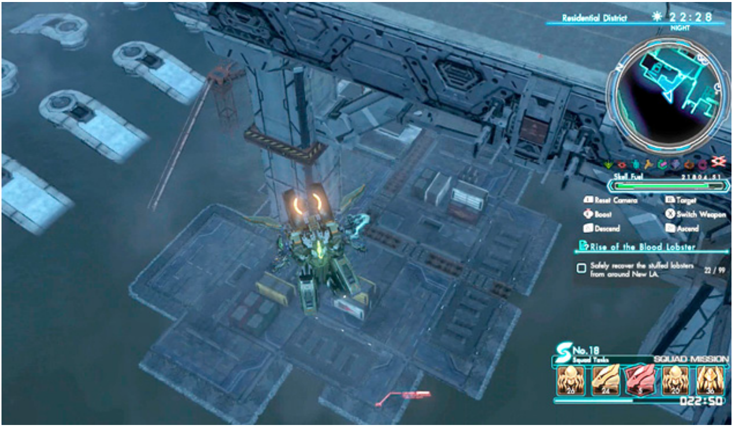
Stuffed Lobster 22: *Industrial District/Central Industrial District*

On top of the container between Professor B's Lab and the transport.


Industrial District
20:04
NIGHT
Skell Fuel
Reset Camera
Boost
Descend
Target
Switch Weapon
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA
21 / 99
Item Obtained:
Enduron Lead x3
Item Obtained:
Boiled-Egg Ore x4
Credits:
750
No. 18
Squad Tasks
SQUAD MISSION
025:19

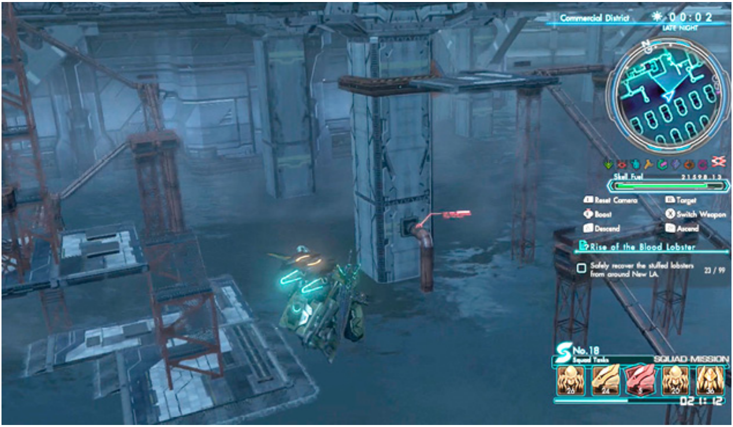
Stuffed Lobster 23: *Industrial District/Outfitters Test Hangar*

Past the big crane, where the road ends.


Residential District
22:28
NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
22 / 99
No. 18
Squad Tasks
SQUAD MISSION
022:50

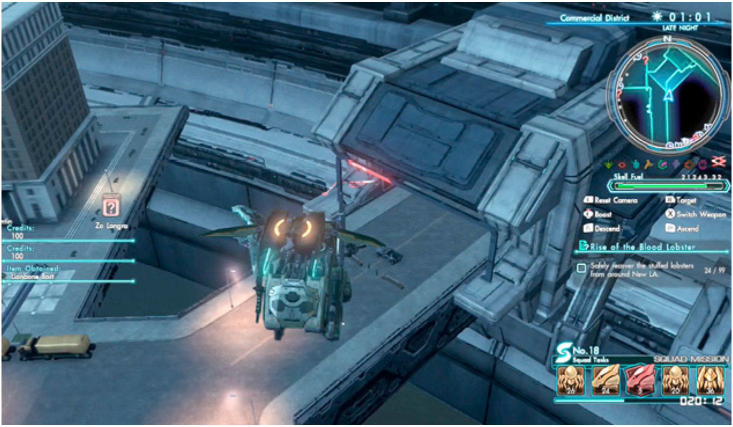
Stuffed Lobster 24: *Residential District/Lower Area*

The northwest area of the Residential District, to the lower left of the open area after you descend the stairs.


Commercial District
00:02
LATE NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
23 / 99
No. 18
Squad Tasks
SQUAD MISSION
021:12

Stuffed Lobster 25: *Commercial District/Lower Area*

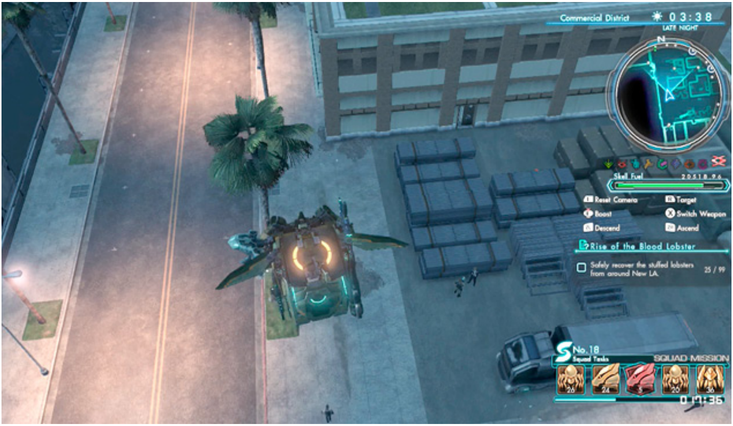
On top of a pipe below the point where the road stops in the south center area.


Commercial District
01:01
LATE NIGHT
N
Skell Fuel
21243.32
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Credits:
100
Credits:
100
Item Obtained:
Lionbone Bort
Zo Langra
No. 18
Squad Tasks
SQUAD MISSION
020:12

☐ Safely recover the stuffed lobsters from around New LA. 24 / 99

Stuffed Lobster 26: *Commercial District*

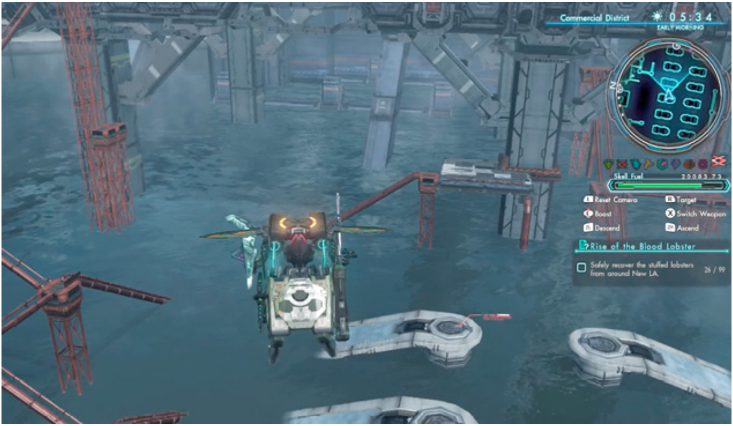
East side, near the barricade by the entrance/exit.


Commercial District
03:38
LATE NIGHT
N
Skell Fuel
20518.96
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
No. 18
Squad Tasks
SQUAD MISSION
017:36

☐ Safely recover the stuffed lobsters from around New LA. 25 / 99

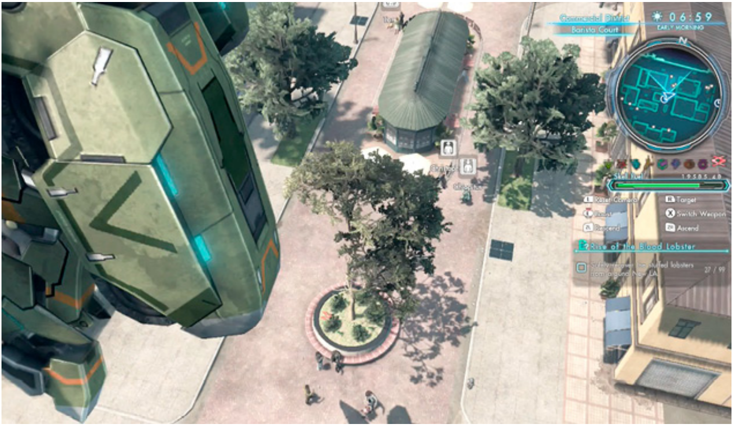
Stuffed Lobster 27: *Commercial District*

Southwest area, near the large truck atop the pile of metal and materials.


Commercial District
05:34
EARLY MORNING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
26 / 99

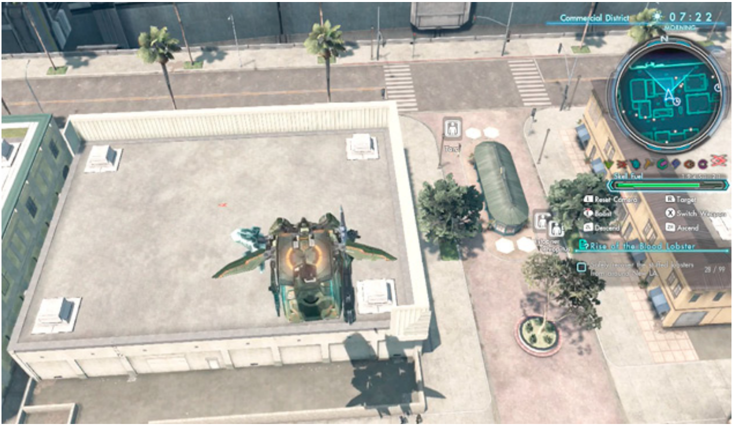
Stuffed Lobster 28: *Commercial District*

The pillars on the waters between the Commercial and Residential Districts.


Commercial District
Barista Court
06:59
EARLY MORNING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
27 / 99

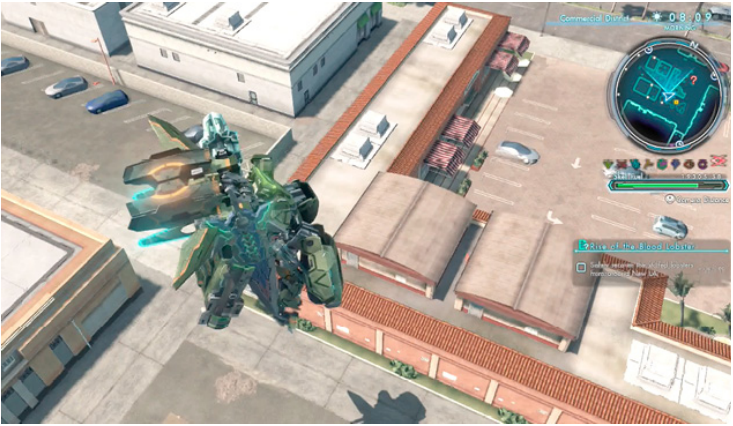
Stuffed Lobster 29: *Commercial District/Barista Court*

Check the tree in the very midst of Barista Court.


Commercial District
07:22
MORNING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA
29 / 99

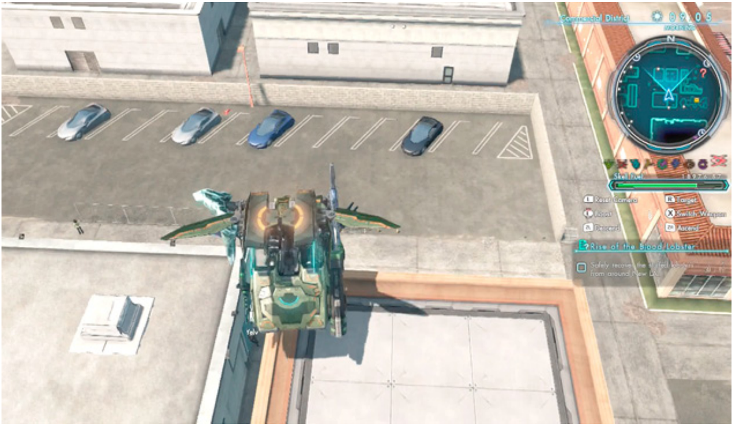
Stuffed Lobster 30: *Commercial District/Barista Court*

Directly to the side of Lobster 29, on top of the large building.


Commercial District
08:09
MORNING
Skell Fuel
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA

Stuffed Lobster 31: *Commercial District*

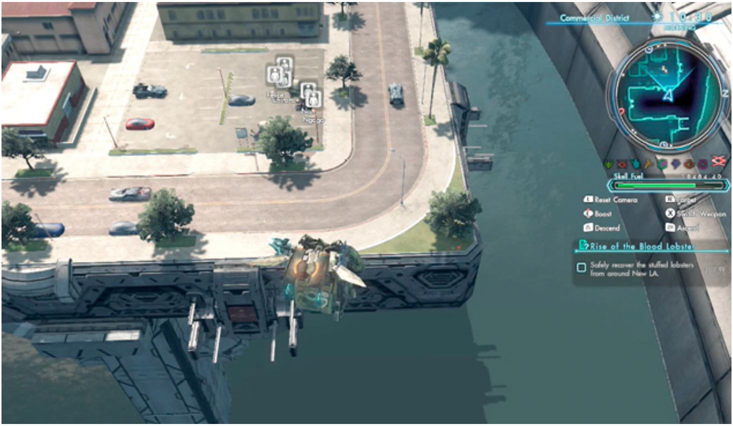
Atop the orange L-shaped building in the southeastern section of the district.


Commercial District
Skell Fuel
Reset Camera
Boost
Descend
Target
Switch Weapon
Ascend
Rise of the Blood Lobster

Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 32: *Commercial District*

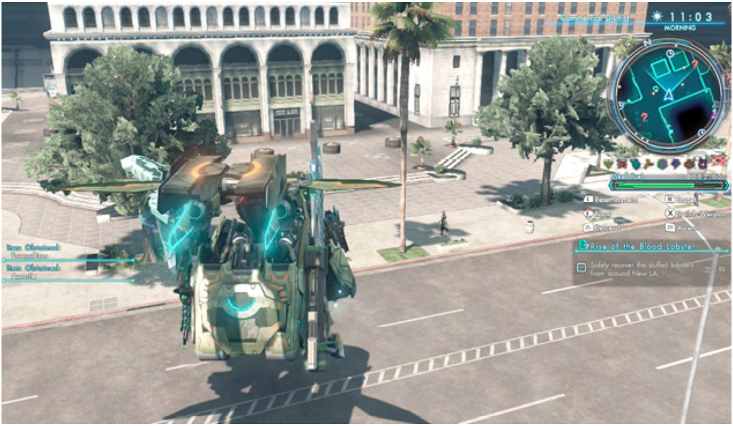
Directly west of the L-shaped building where you found lobster 31, in the middle of the parking lot.


Commercial District
Skell Fuel
Reset Camera
Boost
Descend
Target
Switch Weapon
Ascend
Rise of the Blood Lobster

Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 33: *Commercial District*

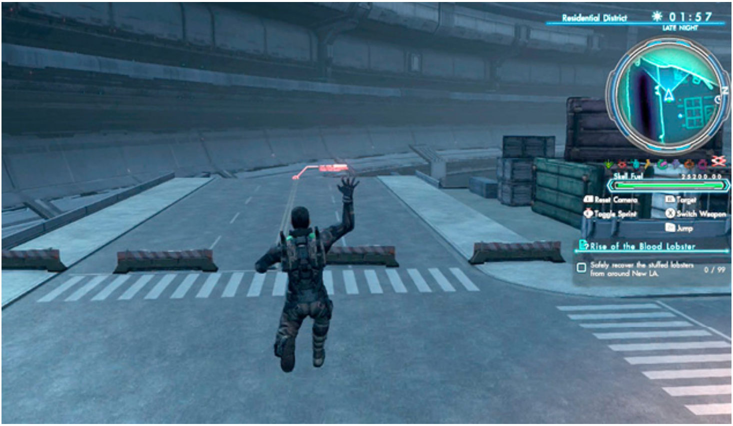
Northeast sector of the district, under a corner tree not far from where the Nopon Bazaar sets up.


Commercial District
11:03
MORNING
Skell Fuel
Reset Camera
Descend
Target
Switch Weapon
Ascend
Rise of the Blood Lobster
Item Obtained:
Item Obtained:

☐ Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 34: *Commercial District*

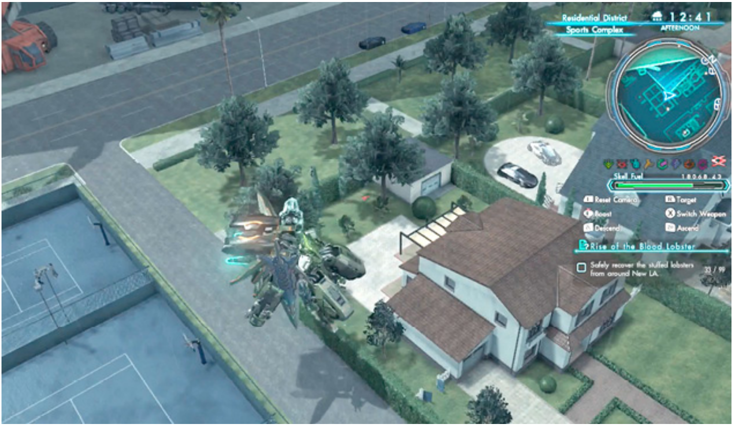
Northeast sector of the district, at the base of the tree that intersects the path leading between two large buildings. (In the picture, it's the tree shown directly next to the mini-map.)


Residential District
01:57
LATE NIGHT
Skell Fuel
25200.00
Reset Camera
Toggle Sprint
Target
Switch Weapon
Jump
Rise of the Blood Lobster
0 / 99

☐ Safely recover the stuffed lobsters from around New LA.

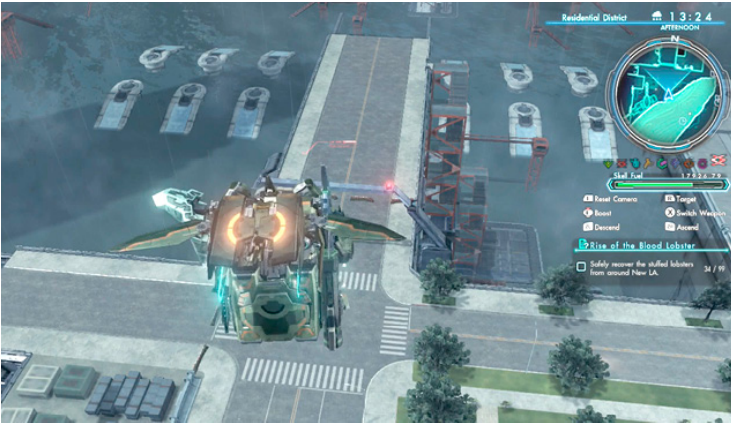
Stuffed Lobster 35: *Residential District*

Southwest corner, where the road comes to an end.


Residential District
Sports Complex
12:41
AFTERNOON
Skell Fuel
18068.43
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
33 / 99

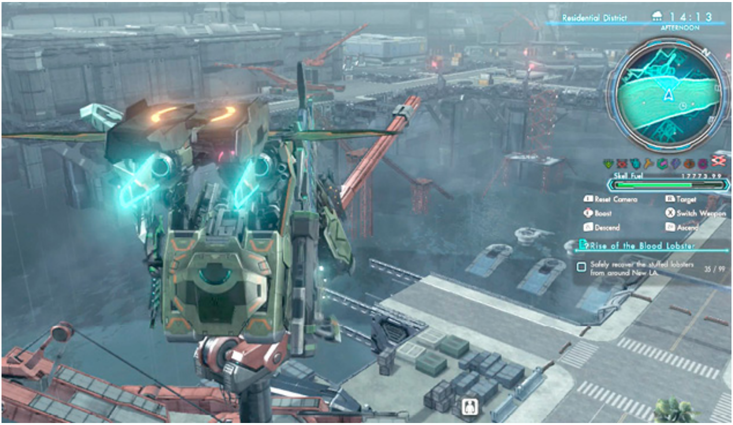
Stuffed Lobster 36: *Residential District*

Backyard of a house directly across from the tennis courts.


Residential District
13:24
AFTERNOON
N
Skell Fuel
17926.79
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
34 / 99

Stuffed Lobster 37: *Residential District*

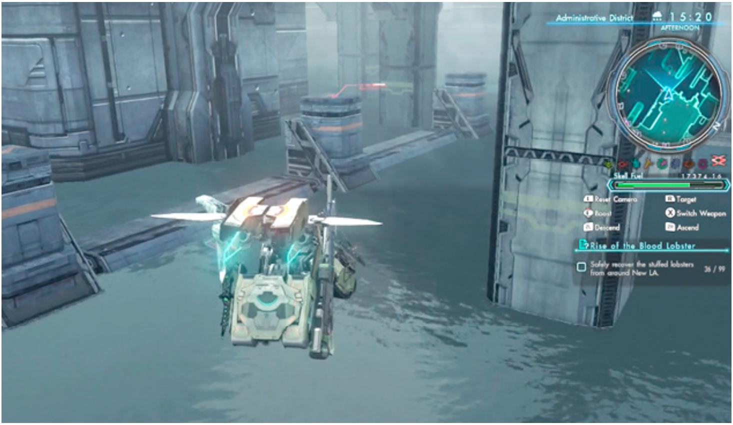
Northwest, near the barricade and end of the road.


Residential District
14:13
AFTERNOON
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
35 / 99

☐ Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 38: *Residential District*

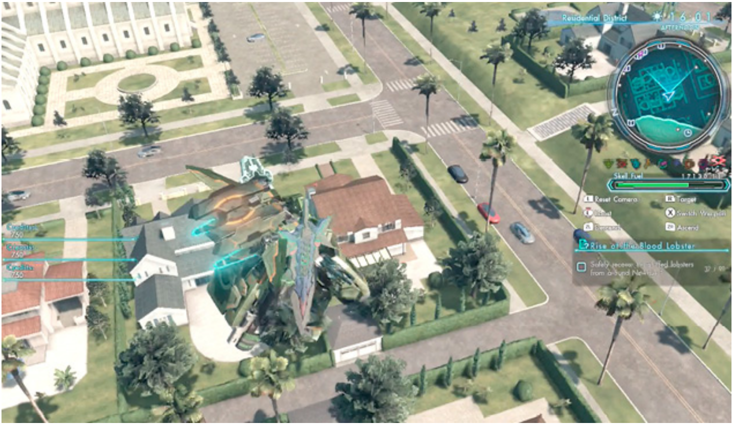
The large crane directly next to Phog's hangout (and over Phog's head).


Administrative District
15:20
AFTERNOON
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
36 / 99

☐ Safely recover the stuffed lobsters from around New LA.

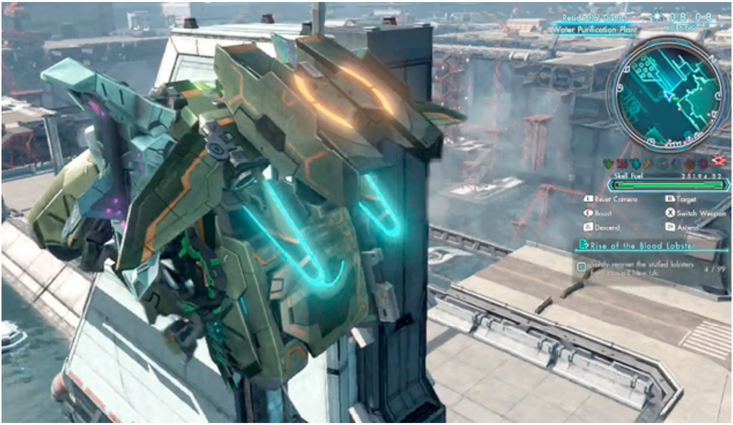
Stuffed Lobster 39: *Residential District/Lower Area*

Underneath the Water Purification Plant. Use the nearby drop-offs to go to the lower area and find it.


Residential District
AFTERNOON
Credits 750
Credits 750
Credits 750
Skell Fuel
Reset Camera
Target
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
37 / 99

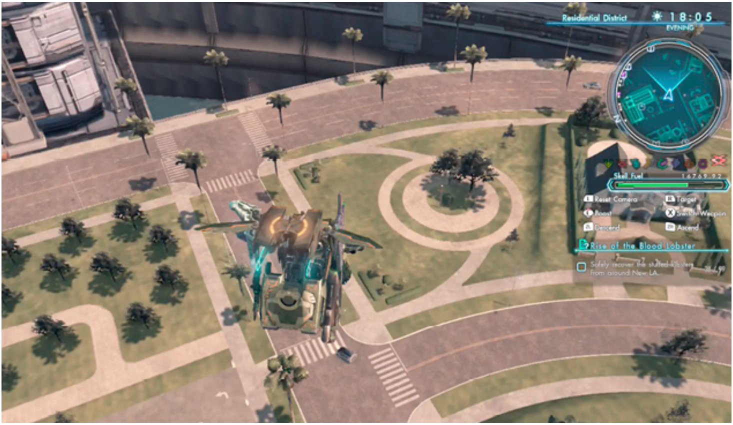
Stuffed Lobster 40: *Residential District*

Brown roof of the house directly across the street from the cathedral’s parking lot.


Residential District
Water Purification Plant
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
4 / 99

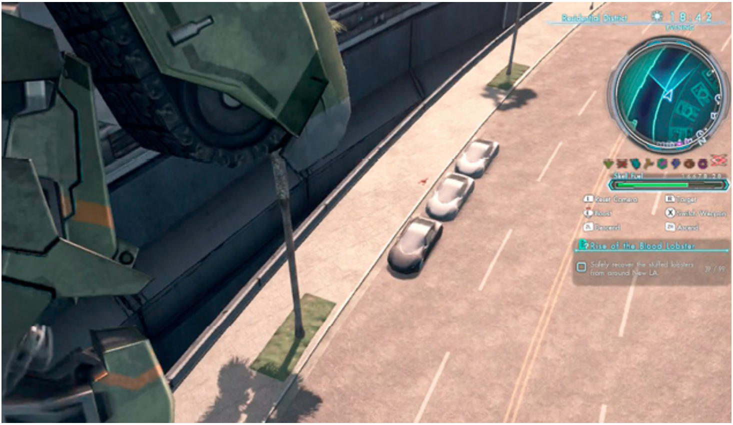
Stuffed Lobster 41: *Residential District/Water Purification Plant*

Above the pillar bearing the ECP emblem.


Residential District
18:05
EVENING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.

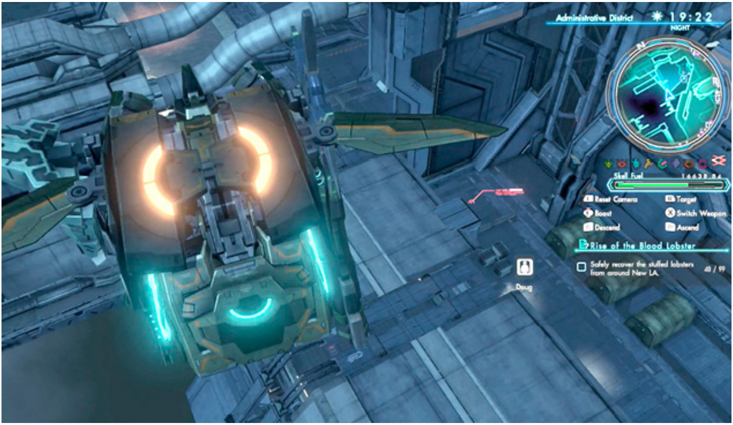
Stuffed Lobster 42: *Residential District*

Southeast area. Look for the trees growing amidst a circle-patterned sidewalk.


Residential District
18:42
EVENING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
39 / 99

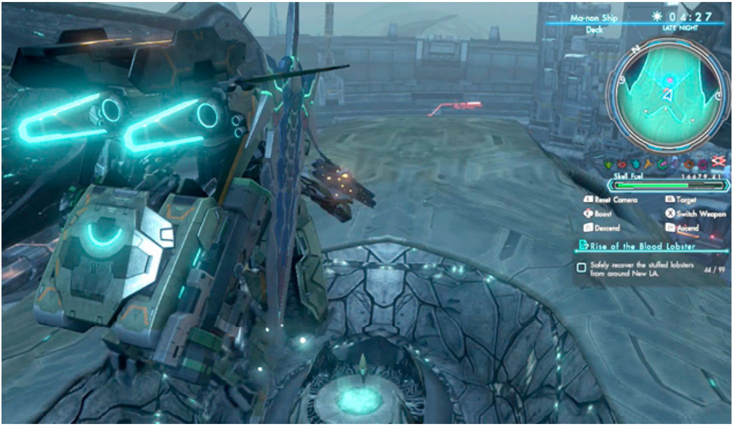
Stuffed Lobster 43: *Residential District*

Southeast area. Scan the road and look for three cars parked in a row.


Administrative District
19:22
NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
40 / 99
Doug

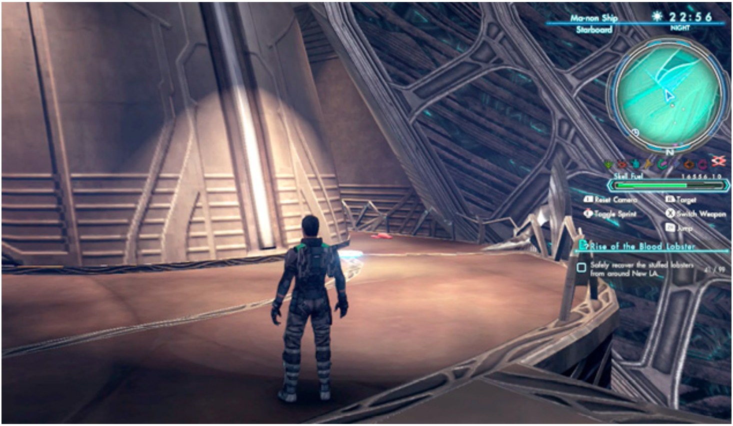
Stuffed Lobster 44: *Administrative District/Hangar Area*

On the other side of the fence, directly north of Doug's hangout.


Ma-non Ship
Deck
04:27
LATE NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
44 / 99

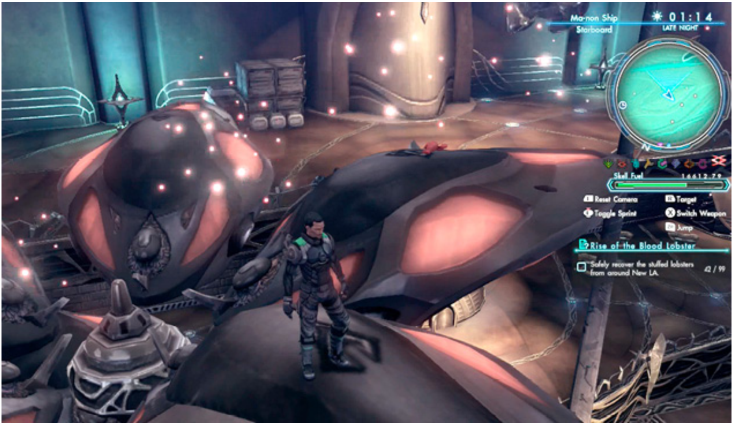
Stuffed Lobster 45: *Ma-non Ship*

Jump up behind the warp to BLADE Tower and proceed straight.


Ma-non Ship
Starboard
22:56
NIGHT
N
Skell Fuel
16556.10
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
41 / 99

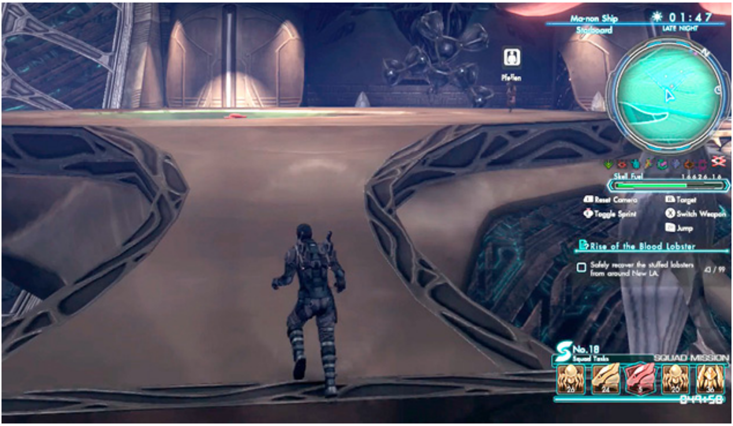
Stuffed Lobster 46: *Ma-non Ship*

Lowest point of the lower starboard area.


Ma-non Ship
Starboard
01:14
LATE NIGHT
N
Skell Fuel
16612.79
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
42 / 99

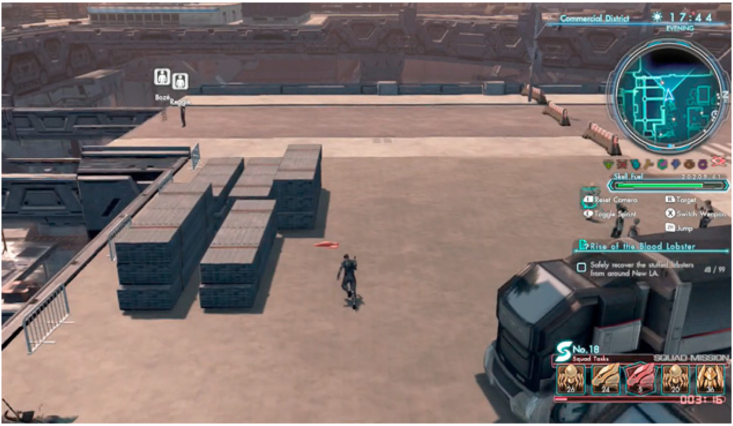
Stuffed Lobster 47: *Ma-non Ship*

Atop the centerpiece capsule pods in the lower starboard area of the ship.


Ma-non Ship
Starboard
01:47
LATE NIGHT
Pfeffen
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA
43 / 99
No. 18
Squad Tasks
SQUAD MISSION

Stuffed Lobster 48: *Ma-non Ship*

Lower starboard area, near the back of the nuclear reactor, on the scaffold where Pfeffen is standing.


Commercial District
17:44
EVENING
Bozé
Reggie
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA
48 / 99
No. 18
Squad Tasks
SQUAD MISSION

Stuffed Lobster 49: *Commercial District*

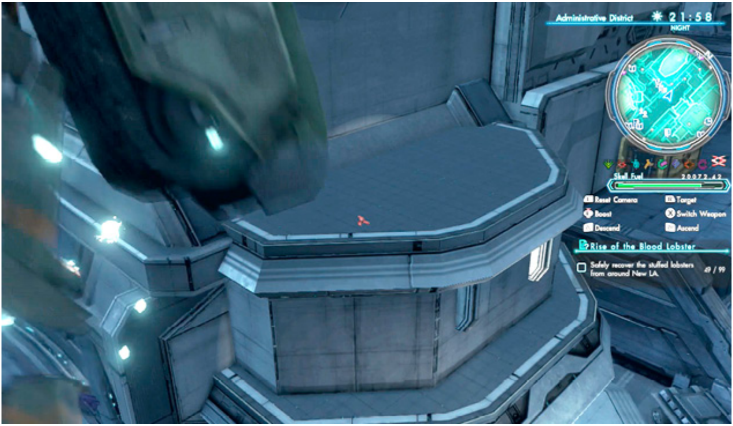
Check the raw materials near Bozé’s hangout.

Once you grab lobster 49, the Blood Lobster taunts you and sets off some fireworks. Once the show is over, the lobsters in the next list become collectable!

The Blood Lobster

Well, look at that! A grown man out collecting toys. Just who do you plan to give them to, hmm?

Lobsters – Second Half

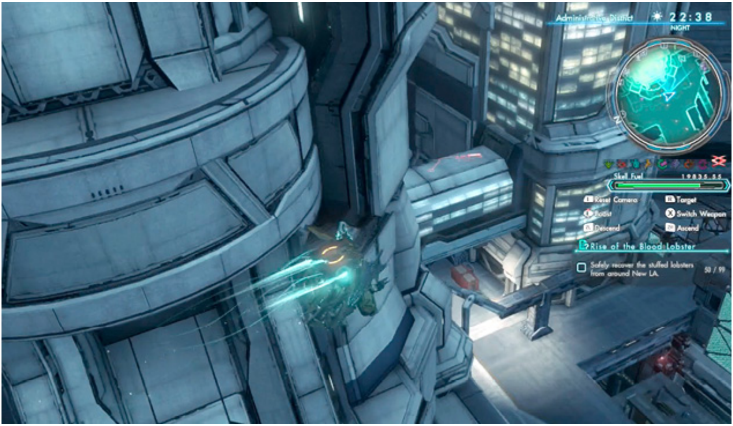


Administrative District
21:58
NIGHT
Skell Fuel
20072.42
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster

☐ Safely recover the stuffed lobsters from around New LA. 49 / 99

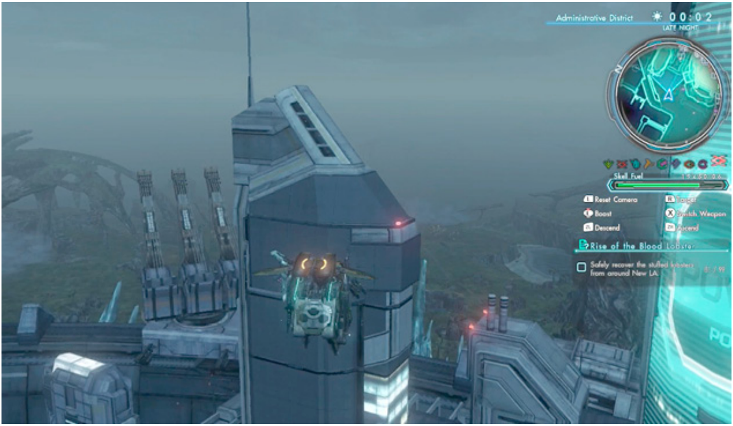
Stuffed Lobster 50: *Administrative District*

On the roof just around the corner from the arms manufacturers terminal.


Administrative District
22:38
NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
50 / 99

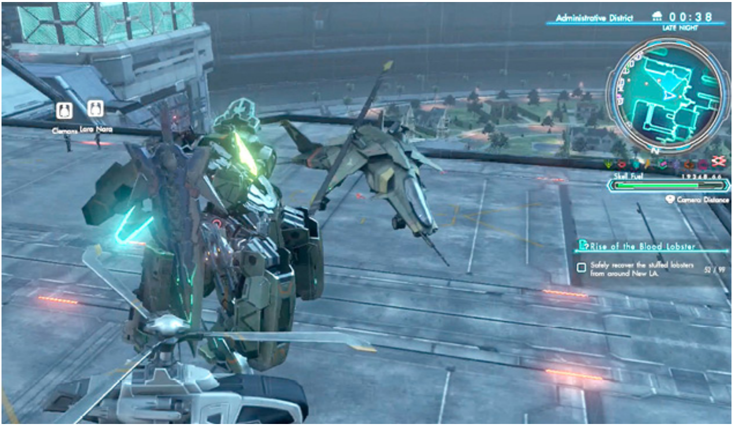
Stuffed Lobster 51: *Administrative District/BLADE Tower*

Atop the pillar that connects BLADE Tower to another building (look past the right side of BLADE Tower's power display).


Administrative District
00:02
LATE NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
51 / 99

Stuffed Lobster 52: *Administrative District/BLADE Tower*

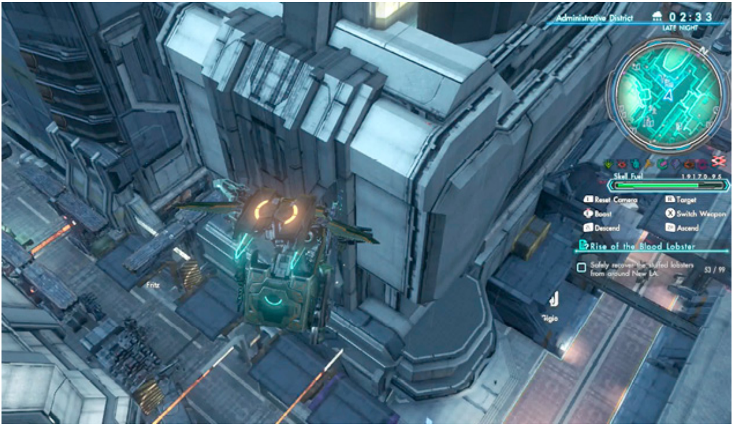
Atop the slimmer tower directly next to the top of BLADE Tower (look past the left side of BLADE Tower's power display).


Administrative District
00:38
LATE NIGHT
Clemons
Lara
Nara
Skell Fuel
Camera Distance
Rise of the Blood Lobster
52 / 99

☐ Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 53: *Administrative District/BLADE Tower*

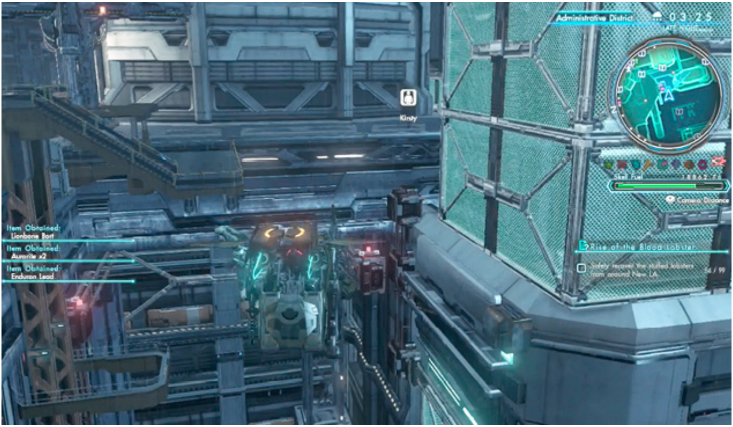
Under the fighter jet in front of BLADE Tower.


Administrative District
02:33
LATE NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
53 / 99
Fritz
Yigio

☐ Safely recover the stuffed lobsters from around New LA.

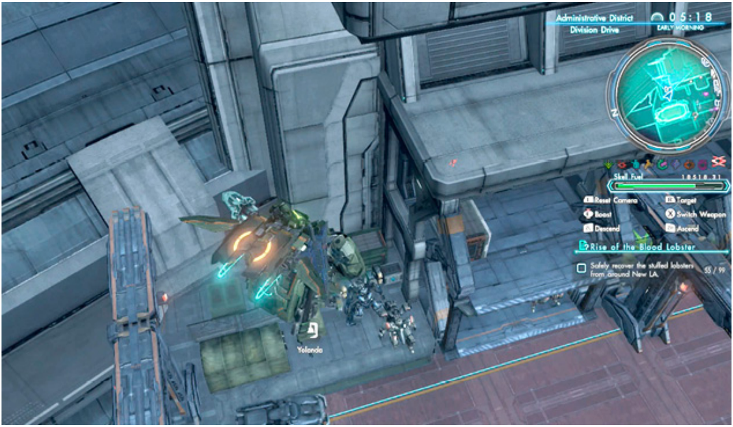
Stuffed Lobster 54: *Administrative District/Armory Alley*

On a roof high up directly above the arms manufacturers terminal.


Administrative District
03:25
Kirsty
Item Obtained: Lionbone Bort
Item Obtained: Aurorite x2
Item Obtained: Enduron Lead
Skell Fuel
Camera Distance
Rise of the Blood Lobster
☐ Safely recover the stuffed lobsters from around New LA.
54 / 99

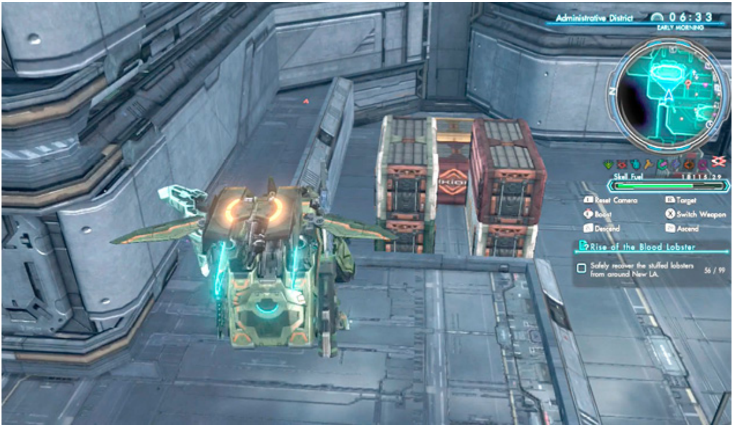
Stuffed Lobster 55: *Administrative District*

Near the elevator nearby BLADE Tower, on top of the machine connected to the pipe.


Administrative District
Division Drive
05:18
EARLY MORNING
Skell Fuel
18518.31
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Yolanda
Rise of the Blood Lobster
☐ Safely recover the stuffed lobsters from around New LA.
55 / 99

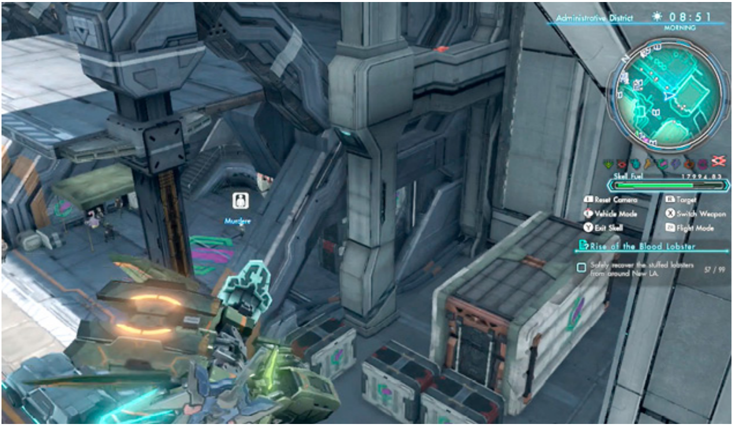
Stuffed Lobster 56: *Administrative District/Division Drive*

Roof above the Harriers’ area.


Administrative District
06:33
EARLY MORNING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
56 / 99

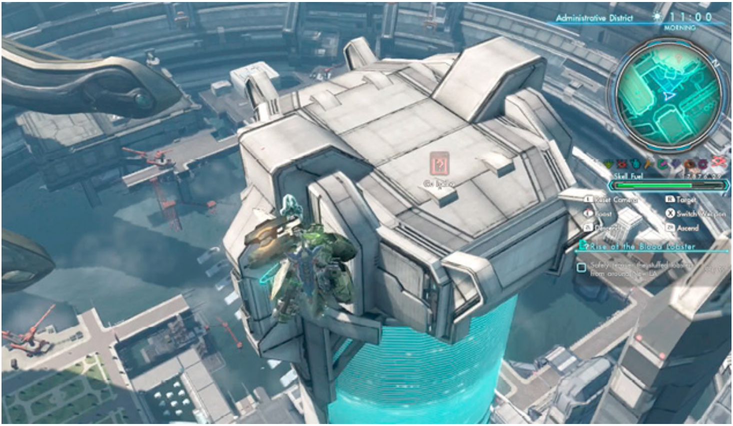
Stuffed Lobster 57: *Administrative District/Hangar*

Beside the large orange AXIOM crates in the northeast corner.


Administrative District
08:51
MORNING
Murderess
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
57 / 99

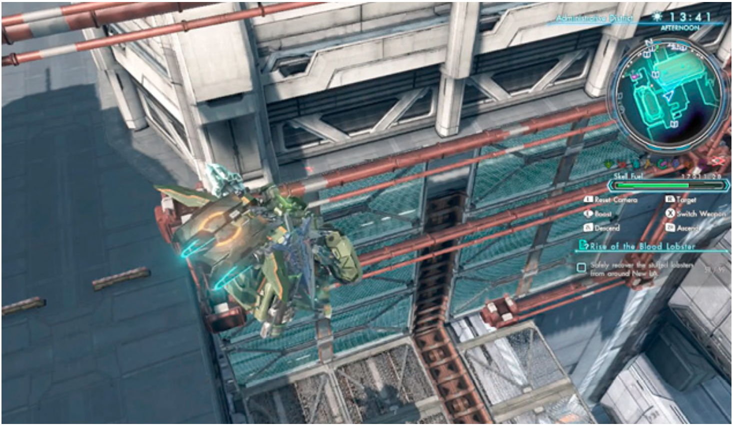
Stuffed Lobster 58: *Administrative District*

Next to the Mimeosome Maintenance Center, at the edge of the roof above the Curators' area (Murderess's hangout).


Administrative District
11:00
MORNING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA

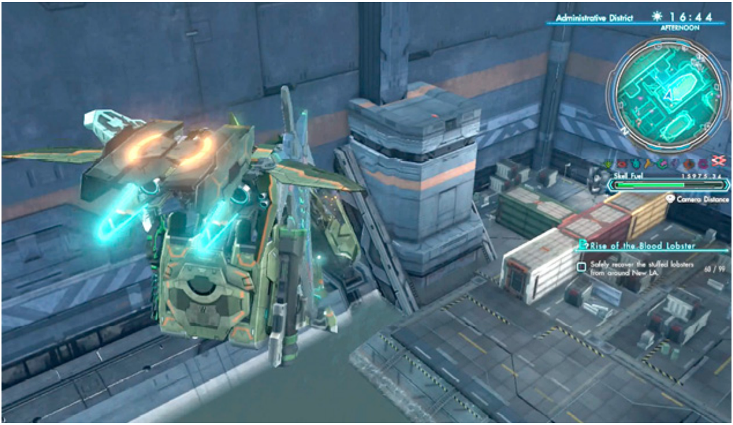
Stuffed Lobster 59: *Administrative District/BLADE Tower*

The very top of BLADE Tower!


Administrative District
13:41
AFTERNOON
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA

Stuffed Lobster 60: *Administrative District*

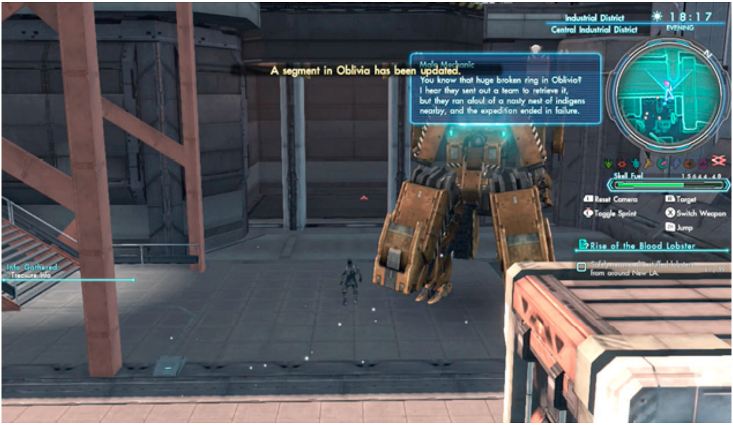
Check this narrow path between the fence and building near the south area of BLADE Tower. (It's just above where you found lobster 6.)


Administrative District
16:44
AFTERNOON
Skell Fuel
15975.34
Camera Distance
Rise of the Blood Lobster
60 / 99

Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 61: *Administrative District*

Directly under the Hangar. If you’ve unlocked Yardley’s avatar modification console, it’s the same area.


Industrial District
Central Industrial District
18:17
EVENING
N
Skell Fuel
15644.48
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Info Gathered
Treasure Info

A segment in Oblivia has been updated.

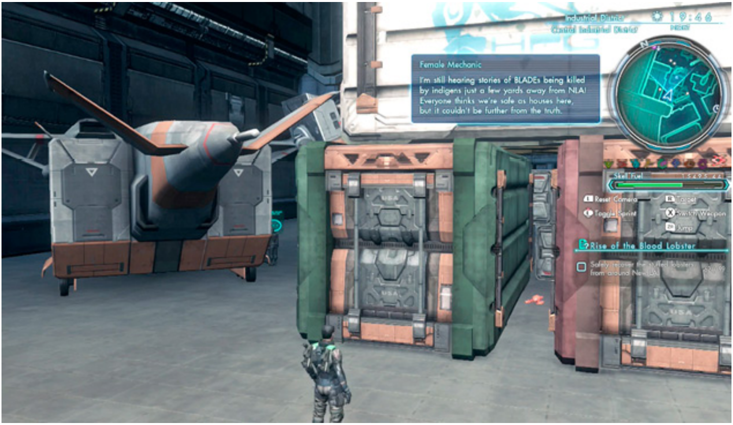
Male Mechanic

You know that huge broken ring in Oblivia? I hear they sent out a team to retrieve it, but they ran afoul of a nasty nest of indigens nearby, and the expedition ended in failure.

Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 62: *Industrial District*

Under the West Gate elevator.



Female Mechanic

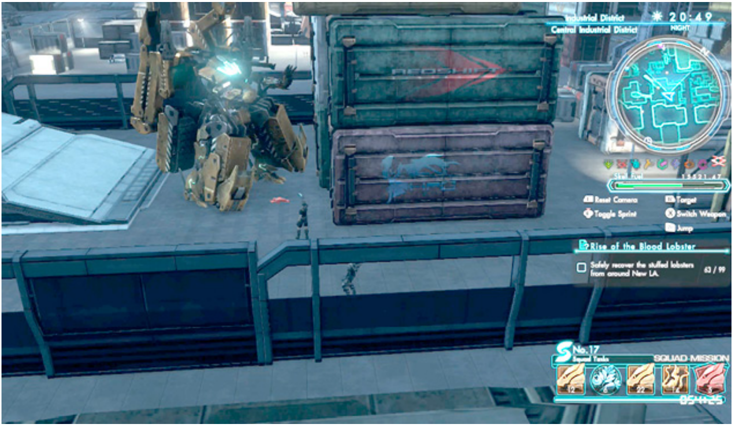
I'm still hearing stories of BLADEs being killed by indigens just a few yards away from NLA! Everyone thinks we're safe as houses here, but it couldn't be further from the truth.

Safely recover the stuffed lobsters from around New LA.

Industrial District
Central Industrial District
19:46
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
USA

__Stuffed Lobster 63:__ Industrial District

Near the transport northwest of the West Gate, in the space between the red and green containers.

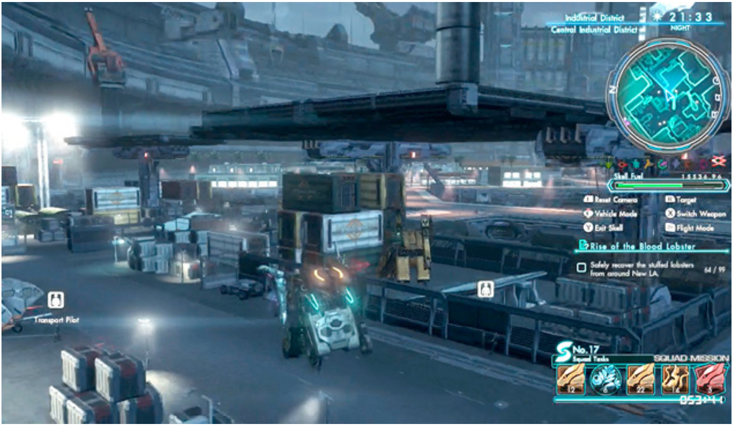


Safely recover the stuffed lobsters from around New LA. 63 / 99

Industrial District
Central Industrial District
20:49
NIGHT
Skell Fuel
15521.47
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
No.17
Squad Tasks
SQUAD MISSION
12
6
22
14
5
05:25

__Stuffed Lobster 64:__ Industrial District

Find the Transport Pilot, then look for the moving Skell behind the fence directly across from him. The lobster is here.

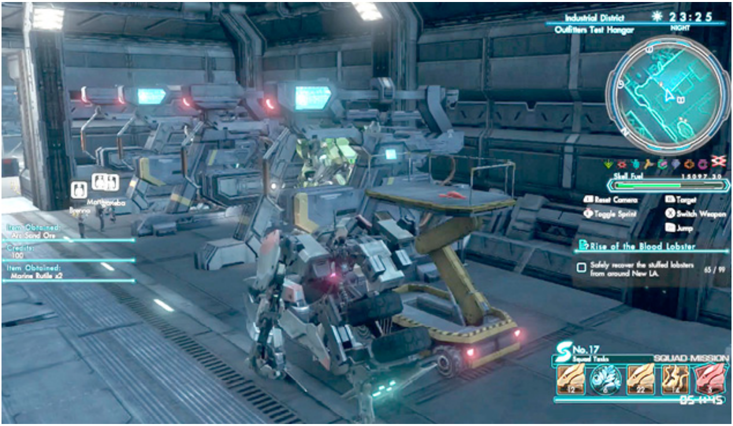


Industrial District
Central Industrial District
21:33
NIGHT
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Transport Pilot
No.17
Squad Tasks
SQUAD MISSION

☐ Safely recover the stuffed lobsters from around New LA. 64 / 99

Stuffed Lobster 65: *Industrial District*

Atop the container right next to where lobster 64 is.



Industrial District
Outfitters Test Hangar
23:25
NIGHT
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Brenna
No.17
Squad Tasks
SQUAD MISSION

Item Obtained: Arc Sand Ore

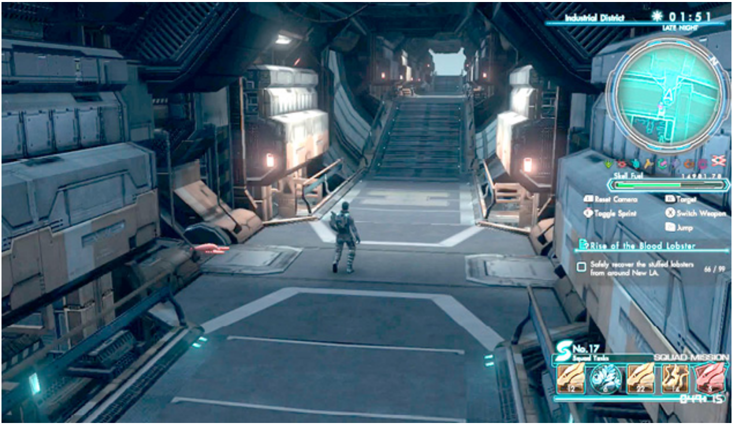
Credits: 100

Item Obtained: Marine Rutile x2

☐ Safely recover the stuffed lobsters from around New LA. 65 / 99

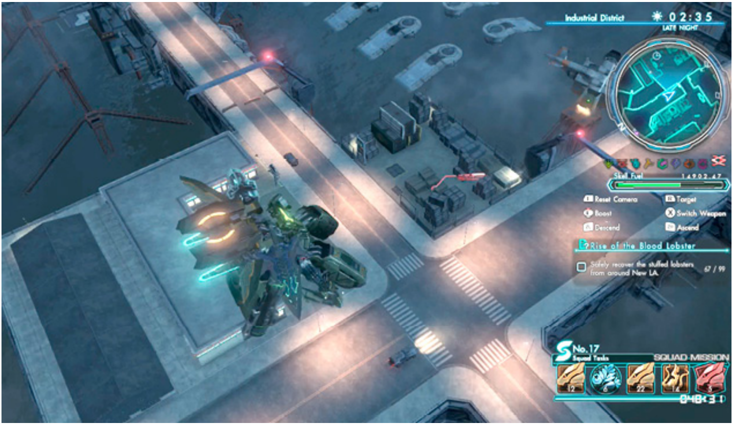
Stuffed Lobster 66: *Industrial District*

Check the push car just inside the Outfitters Test Hangar.


Industrial District
01:51
LATE NIGHT
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
66 / 99
No.17
Squad Tasks
SQUAD MISSION

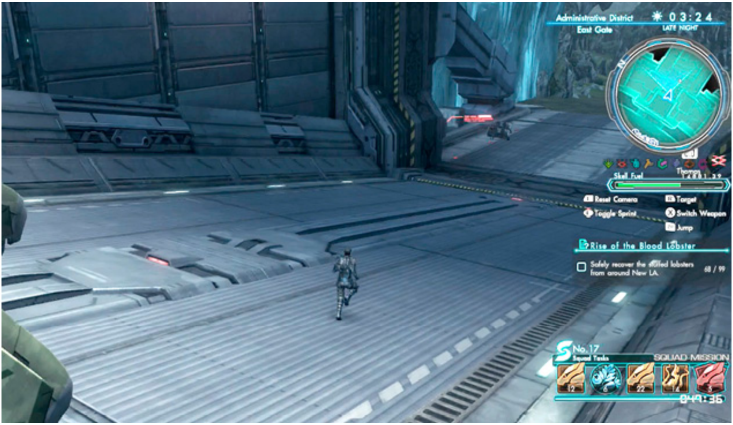
Stuffed Lobster 67: Industrial District

Fly up the full length of the West Gate elevator shaft, then go inside the passage. It'll be to your left.


Industrial District
02:35
LATE NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
67 / 99
No.17
Squad Tasks
SQUAD MISSION

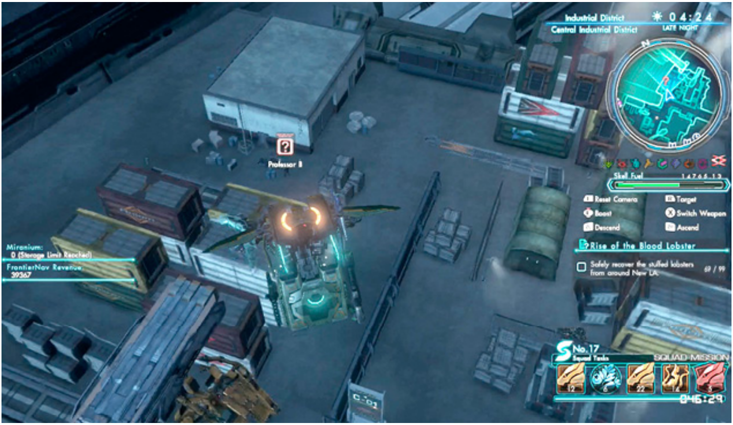
Stuffed Lobster 68: Industrial District

Raw materials yard across the street from Repenta Diner.


Administrative District
East Gate
03:24
LATE NIGHT
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA
68 / 99
No. 17
Squad Tasks
SQUAD MISSION
049:36

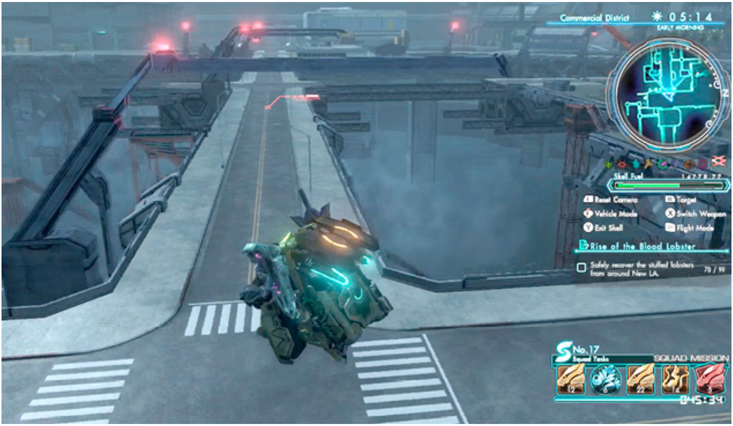
Stuffed Lobster 69: *Administrative District/East Gate*

Entrance of the East Gate, next to the Skells.


Industrial District
Central Industrial District
04:24
LATE NIGHT
Professor B
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA
69 / 99
Miranium:
0 (Storage Limit Reached)
FrontierNav Revenue
39367
No. 17
Squad Tasks
SQUAD MISSION
046:29

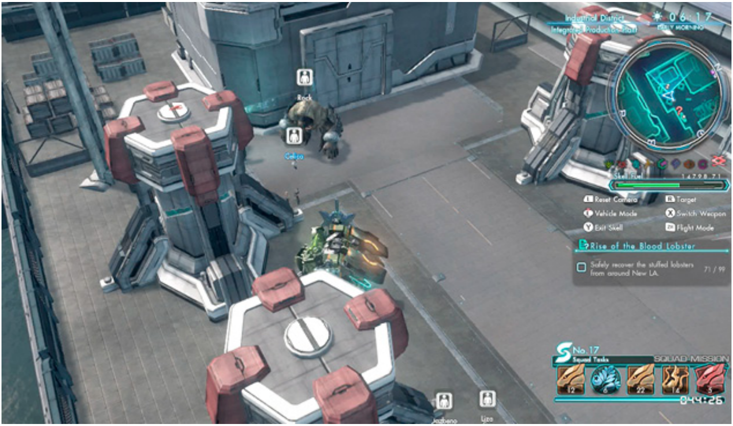
Stuffed Lobster 70: *Industrial District/Professor B's Lab*

North area of the Industrial District. If you've encountered Professor B, check around the left corner of the building behind where he stands.


Commercial District
05:14
EARLY MORNING
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
70 / 99
No.17
Squad Tasks
SQUAD MISSION
045:34

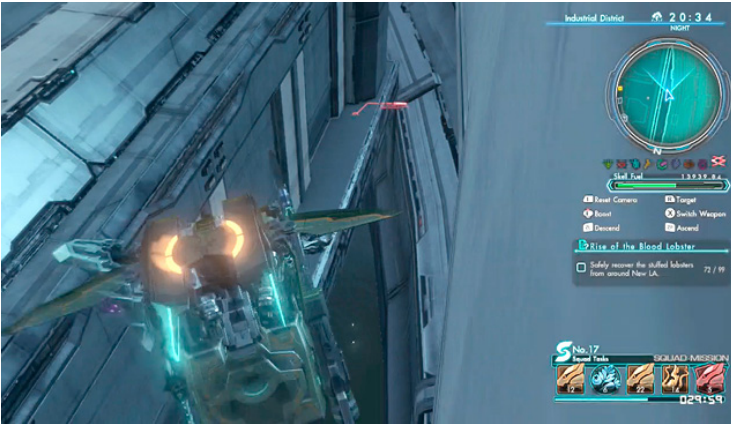
***Stuffed Lobster 71:** Commercial District*

Connection road between the Commercial and Industrial Districts.


Industrial District
Integrated Production Plant
06:17
EARLY MORNING
Rock
Celica
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
71 / 99
No.17
Squad Tasks
SQUAD MISSION
044:26
Lza

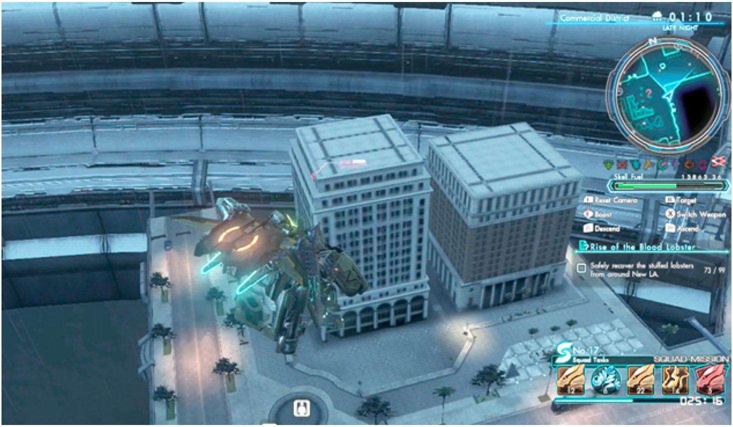
***Stuffed Lobster 72:** Industrial District/Integrated Production Plant*

On top of the nearest waste processing unit to Rock and Celica's hangout.


Industrial District
20:34
NIGHT
N
Skell Fuel
13939.84
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
72 / 99
No.17
Squad Tasks
SQUAD MISSION
12
22
029:59

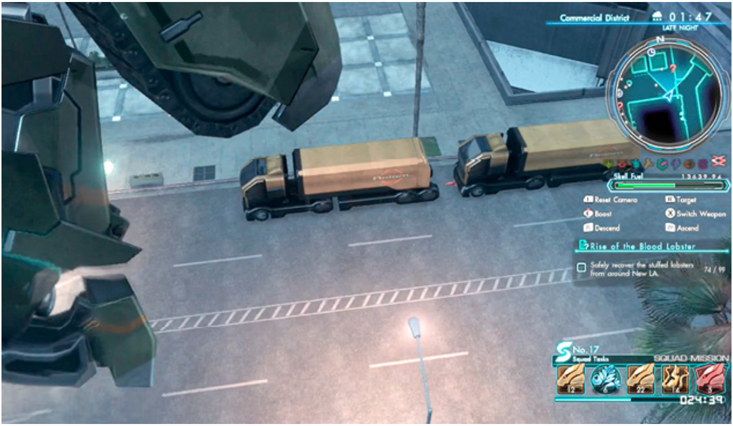
***Stuffed Lobster 73:** Industrial District/Outfitters Test Hangar*

Narrow passage directly behind the Outfitters Test Hangar.


Commercial District
01:10
LATE NIGHT
N
Skell Fuel
13863.36
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
73 / 99
No.17
Squad Tasks
SQUAD MISSION
12
22
025:16

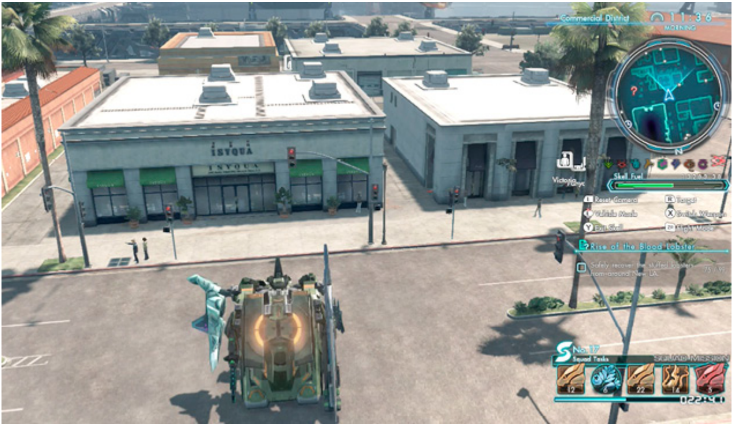
***Stuffed Lobster 74:** Commercial District*

Two buildings in the northeast are directly adjacent to each other (in the same area where you found lobster 34). Check the top of the taller, white building.


Commercial District
01:47
LATE NIGHT
Shell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
74 / 99
No. 17
Squad Tasks
SQUAD MISSION
024:39

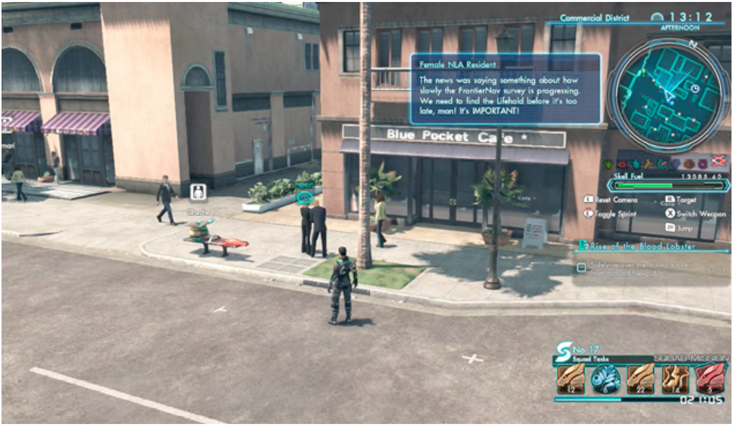
Stuffed Lobster 75: *Commercial District*

In the same area, look for two orange trucks parked directly next to each other. The lobster is between them.


Commercial District
MORNING
ISYQUA
Victoria
Shell Fuel
Reset Camera
Vehicle Mode
Target
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
75 / 99
No. 17
Squad Tasks
SQUAD MISSION

Stuffed Lobster 76: *Commercial District*

The alleyway between the “ISYQUA” shop and the building where Victoria can be found.



Female NLA Resident

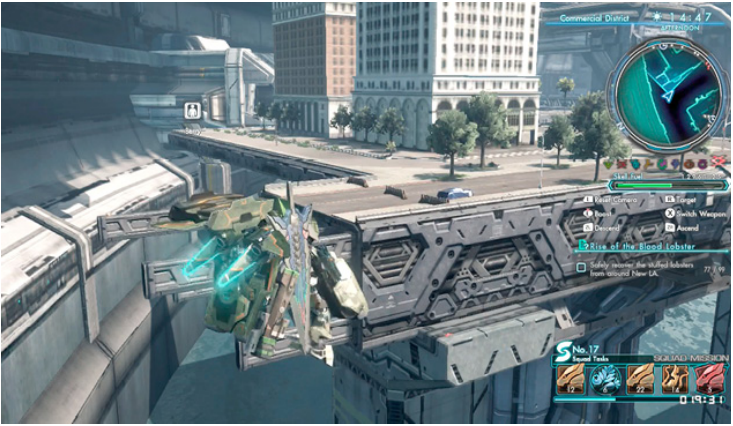
The news was saying something about how slowly the FrontierNav survey is progressing. We need to find the Lifehold before it's too late, man! It's IMPORTANT!

☐ Safely recover the stuffed lobsters from around New LA. 76 / 99

Commercial District
13:12
AFTERNOON
N
Blue Pocket Cafe
Skell Fuel
13085.40
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
No. 17
Squad Tasks
SQUAD MISSION
12
6
22
14
5
02:1:05

Stuffed Lobster 77: Commercial District

In front of the Blue Pocket Café next to Barista Court.

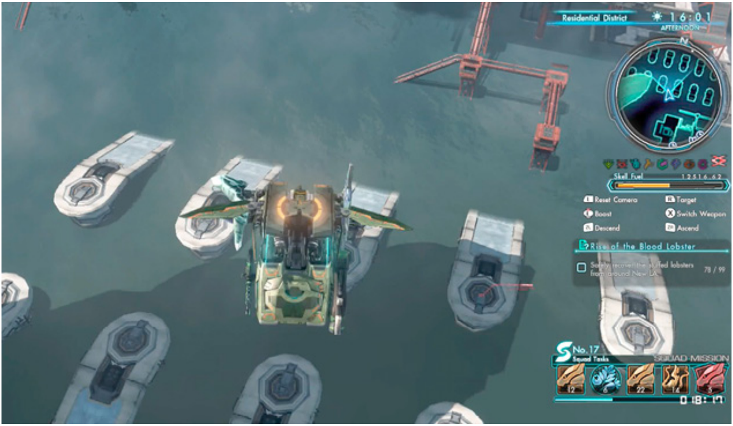


☐ Safely recover the stuffed lobsters from around New LA. 77 / 99

Commercial District
14:47
AFTERNOON
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
No. 17
Squad Tasks
SQUAD MISSION
12
6
22
14
5
0:19:31

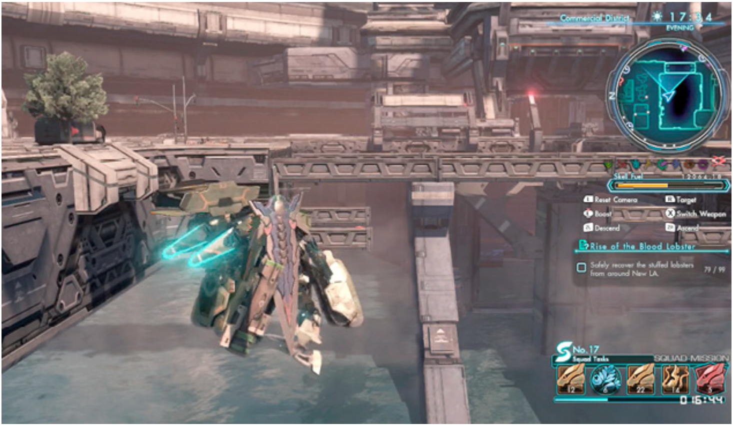
Stuffed Lobster 78: Commercial District

Go back to the two buildings where you found lobsters 74 and 75. Around the corner left from the white building, the road ends. The lobster is on a ledge below that road.


Residential District
16:01
AFTERNOON
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
78 / 99
No. 17
Squad Tasks
SQUAD MISSION
0 18:17

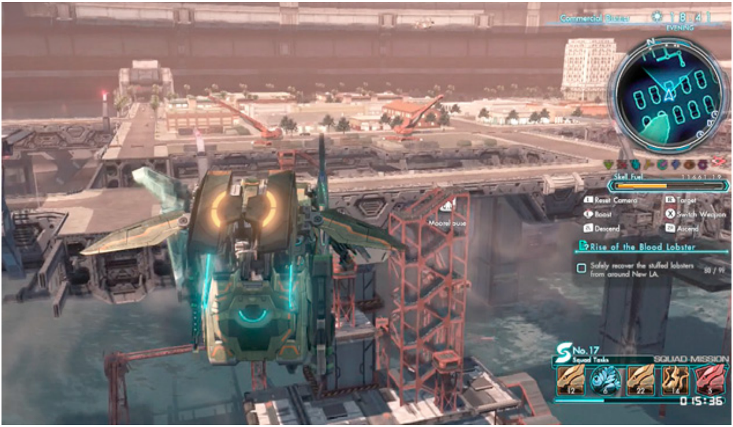
__Stuffed Lobster 79:__ Commercial District

The pillars on the waters between the Commercial and Residential Districts. Basically a redo of lobster 28.


Commercial District
17:34
EVENING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
79 / 99
No. 17
Squad Tasks
SQUAD MISSION
0 16:44

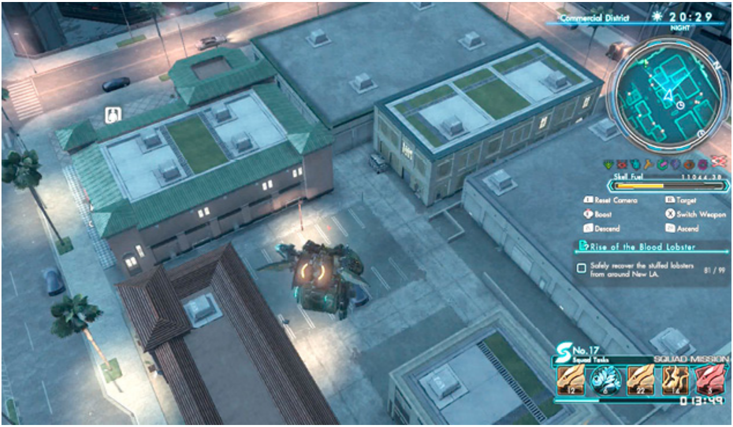
__Stuffed Lobster 80:__ Commercial District

There are thin steel girders connecting the Commercial District and the road leading out of the Administrative District. Check the lower one of these.


18:41
EVENING
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
80 / 99
No. 17
Squad Tasks
SQUAD MISSION
0 15:36

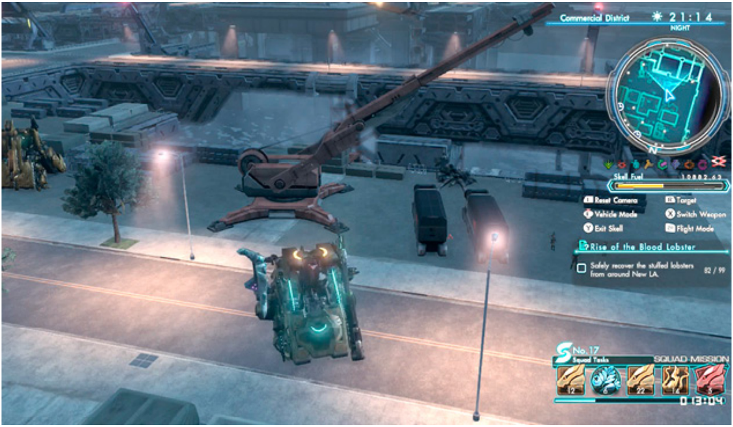
Stuffed Lobster 81: *Commercial District*

South side of the Commercial District, on the red steel stairs.


Commercial District
20:29
NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
81 / 99
No. 17
Squad Tasks
SQUAD MISSION
0 13:49

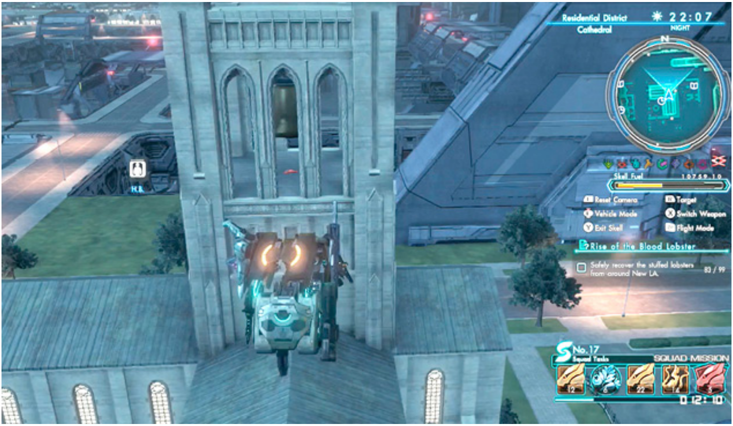
Stuffed Lobster 82: *Commercial District*

In the parking lot behind Army Pizza.


Commercial District
21:14
NIGHT
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
82 / 99
No. 17
Squad Tasks
SQUAD MISSION
0 13:04

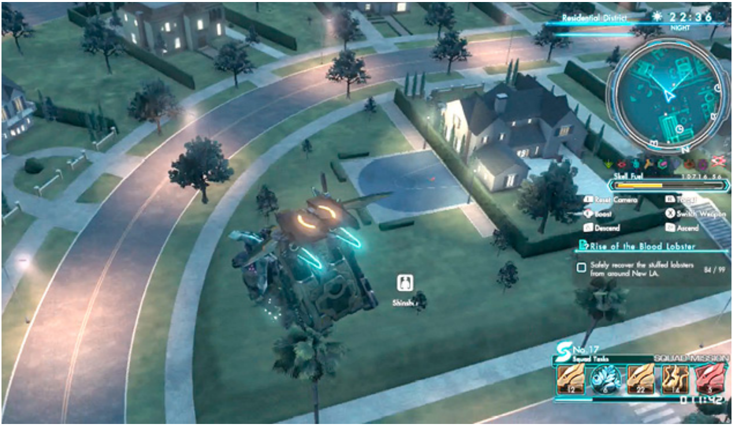
***Stuffed Lobster 83:** Commercial District*

Look between the two black trailers next to where Bozé Lowes's hangout is.


Residential District
Cathedral
22:07
NIGHT
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
83 / 99
No. 17
Squad Tasks
SQUAD MISSION
0 12:10

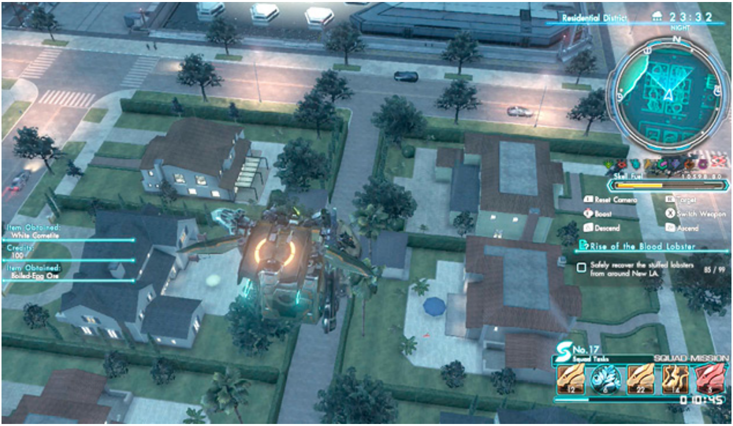
***Stuffed Lobster 84:** Residential District/Cathedral*

Under the cathedral bell.


Residential District
22:36
NIGHT
N
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
84 / 99
No. 17
Squad Tasks
SQUAD MISSION
12
22

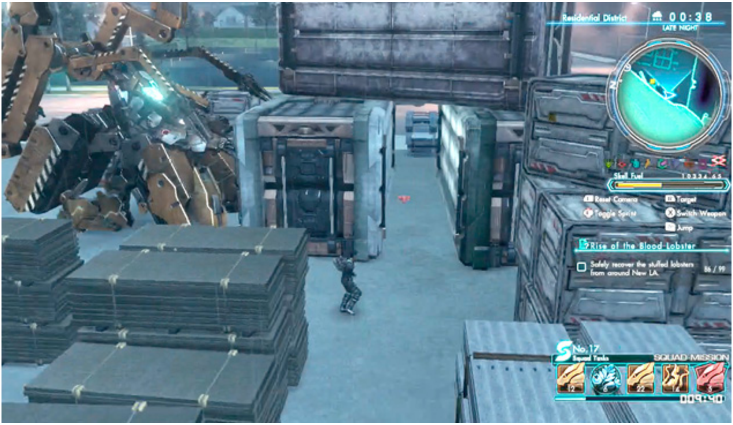
***Stuffed Lobster 85:** Residential District/Ishmael Hills*

Southeast basketball court.


Residential District
23:32
NIGHT
N
Item Obtained:
White Cometite
Credits:
100
Item Obtained:
Boiled-Egg Ore
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
85 / 99
No. 17
Squad Tasks
SQUAD MISSION
12
22

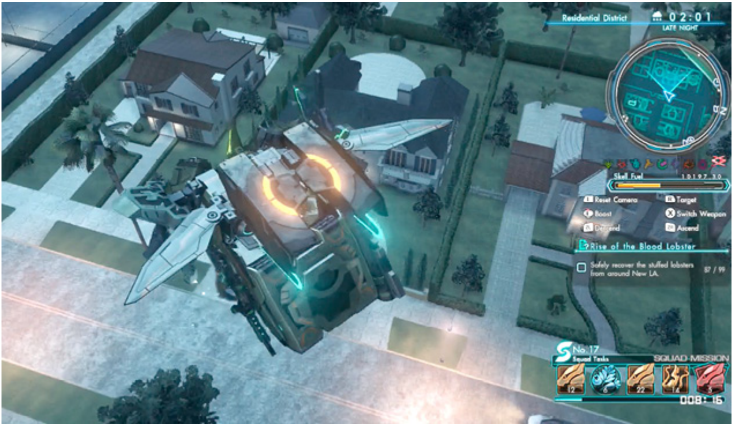
***Stuffed Lobster 86:** Residential District*

Deep within the residential housing across from the water-treatment plant. In the picture, it’s the backyard of the bottom-right house.


Residential District
00:38
LATE NIGHT
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
86 / 99
No. 17
Squad Tasks
SQUAD MISSION
009:40

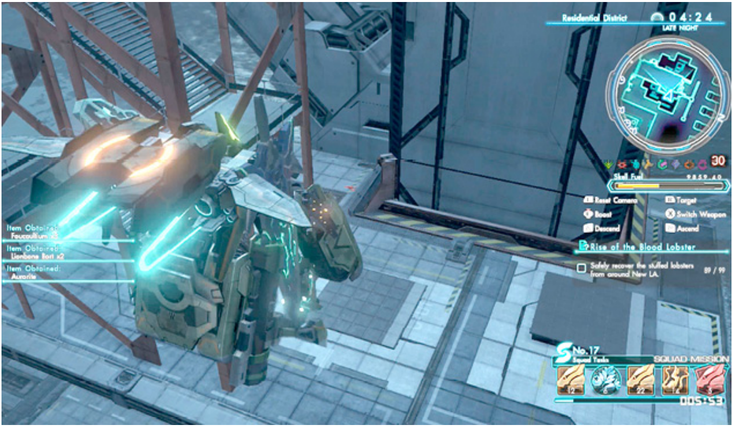
Stuffed Lobster 87: *Residential District*

Check the yard with the Skells and giant crane across from the Sports Complex. Between the two crates (with a third crate on top) is the lobster.


Residential District
02:01
LATE NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
87 / 99
No. 17
Squad Tasks
SQUAD MISSION
008:15

Stuffed Lobster 88: *Residential District*

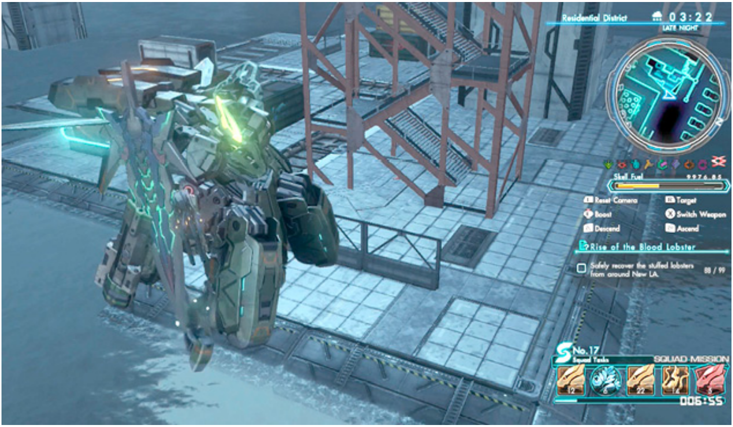
Row of four houses adjacent to the Sports Complex. White house, black roof: check its balcony.


Residential District
04:24
LATE NIGHT
30
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Item Obtained: Foucaultium x3
Item Obtained: Lionbone Bort x2
Item Obtained: Aurorite
Rise of the Blood Lobster
89 / 99
No. 17
Squad Tasks
SQUAD MISSION
005:53

☐ Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 89: *Residential District*

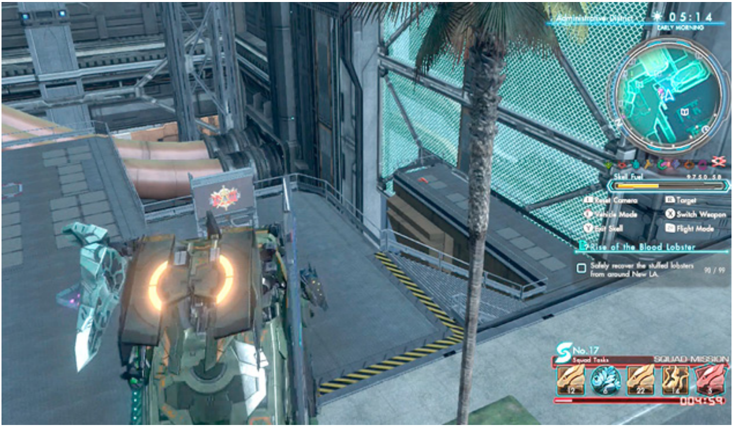
Go down the red stairs across from the water-treatment plant. Halfway down is the lobster.


Residential District
03:22
LATE NIGHT
Skell Fuel
Reset Camera
Target
Boost
Switch Weapon
Descend
Ascend
Rise of the Blood Lobster
88 / 99
No. 17
Squad Tasks
SQUAD MISSION
006:55

☐ Safely recover the stuffed lobsters from around New LA.

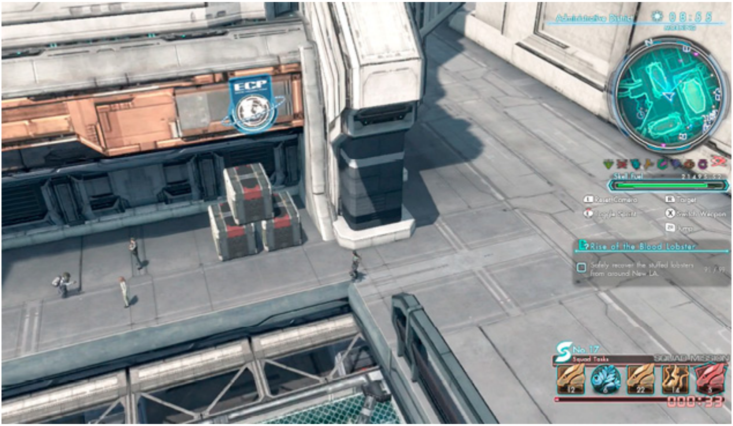
Stuffed Lobster 90: *Residential District*

Keep going down the steps past lobster 89. The lobster is at the base of the steps.


Administrative District
05:14
EARLY MORNING
Skell Fuel
Reset Camera
Target
Vehicle Mode
Switch Weapon
Exit Skell
Flight Mode
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
90 / 99
No. 17
Squad Tasks
SQUAD MISSION
004:59

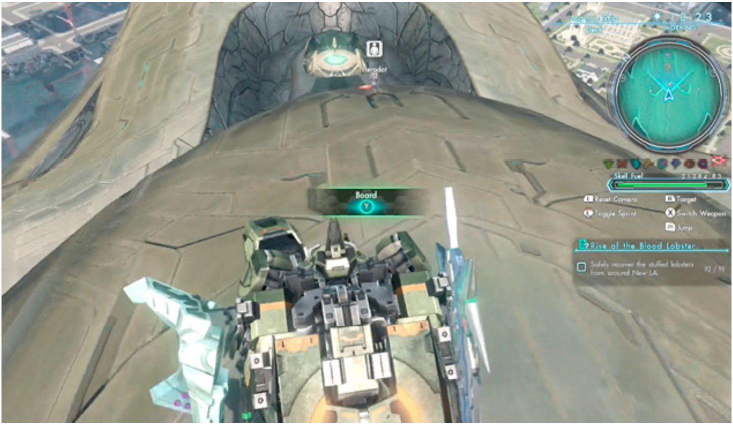
Stuffed Lobster 91: *Administrative District*

Ride the elevator near BLADE Tower to the bottom, then go down the steps to the little alcove.


Administrative District
08:55
MORNING
ECP
Skell Fuel
Reset Camera
Target
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
91 / 99
No. 17
Squad Tasks
SQUAD MISSION
000:33

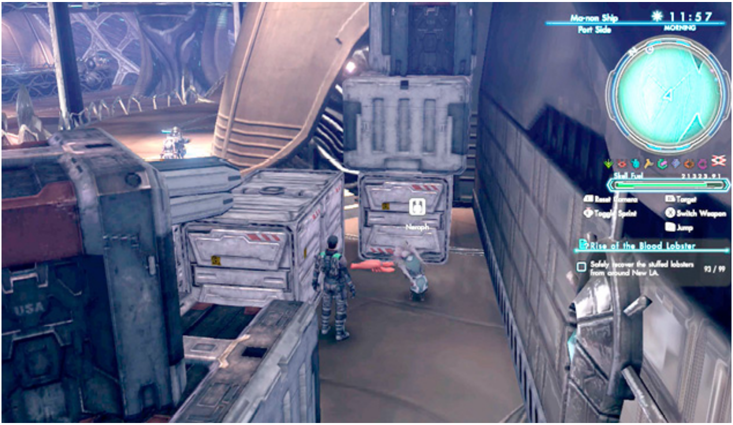
Stuffed Lobster 92: *Administrative District*

Look for the small narrow passageway in the middle of Armory Alley and go through it. Go straight until you see three triangularly stacked boxes. The lobster is behind these.


Ma-non Ship
Deck
MORNING
Skell Fuel
Board
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
92 / 99

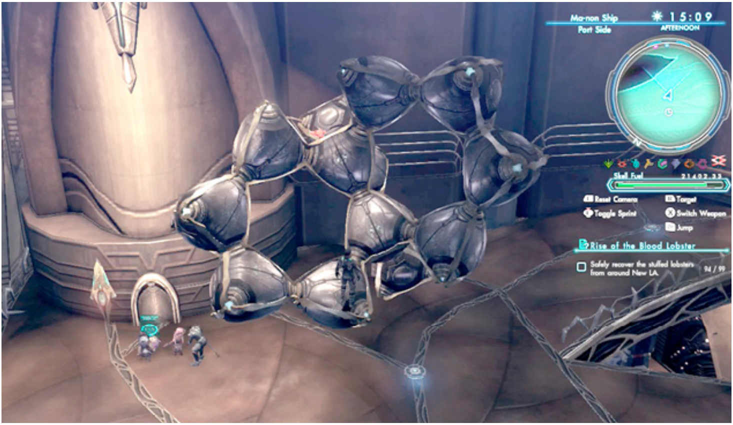
Stuffed Lobster 93: *Ma-non Ship/Deck*

Between the starboard and port entrances, on top of the wall.


Ma-non Ship
Port Side
11:57
MORNING
Skell Fuel
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
93 / 99
Neraph
USA

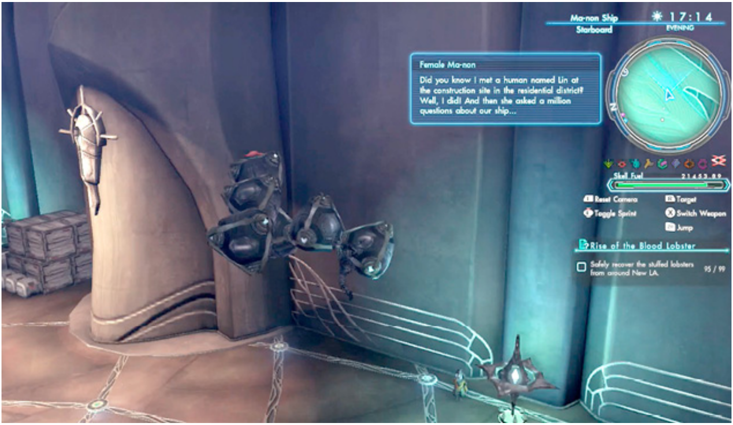
Stuffed Lobster 94: *Ma-non Ship/Port Side*

Where the containers are piled up in the lower north area (Neraph is here as well).


Ma-non Ship
Port Side
15:09
AFTERNOON
Skell Fuel
21402.33
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
94 / 99

Stuffed Lobster 95: *Ma-non Ship Area/Starboard Side*

On top of the floating object in the lower south area.

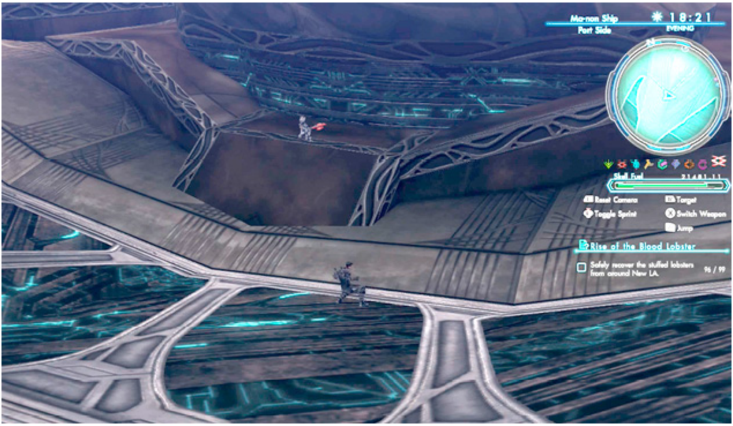

Ma-non Ship
Starboard
17:14
EVENING
Skell Fuel
21453.89
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
Safely recover the stuffed lobsters from around New LA.
95 / 99

Female Ma-non

Did you know I met a human named Lin at the construction site in the residential district? Well, I did! And then she asked a million questions about our ship...

Stuffed Lobster 96: *Ma-non Ship Area/Port Side*

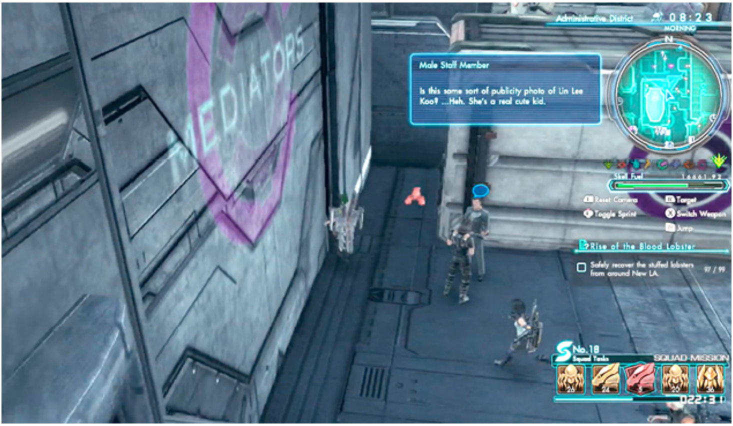
Lower northern area, on top of another floating object.


Ma-non Ship
Port Side
18:21
EVENING
N
Skell Fuel
21481.11
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
96 / 99

☐ Safely recover the stuffed lobsters from around New LA.

Stuffed Lobster 97: *Ma-non Ship Area/Port Side*

Check under the platform outcropping at the very end of the ship.


MEDIATORS
Administrative District
08:23
MORNING
N
Skell Fuel
16661.92
Reset Camera
Target
Toggle Sprint
Switch Weapon
Jump
Rise of the Blood Lobster
97 / 99
No.18
Squad Tasks
SQUAD-MISSION
26
24
5
25
36
022:31

Male Staff Member

Is this some sort of publicity photo of Lin Lee Koo? ...Heh. She's a real cute kid.

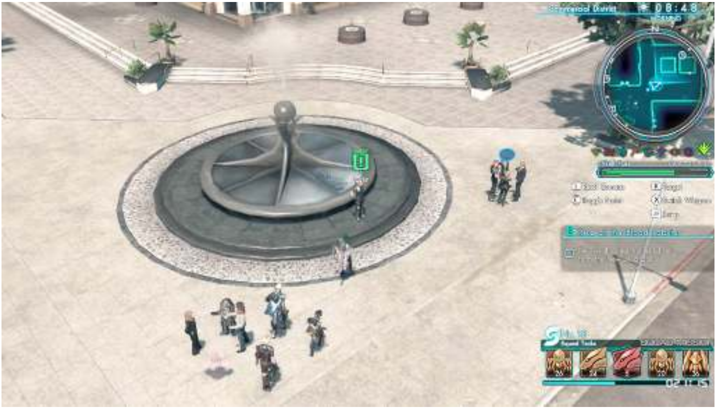
☐ Safely recover the stuffed lobsters from around New LA.

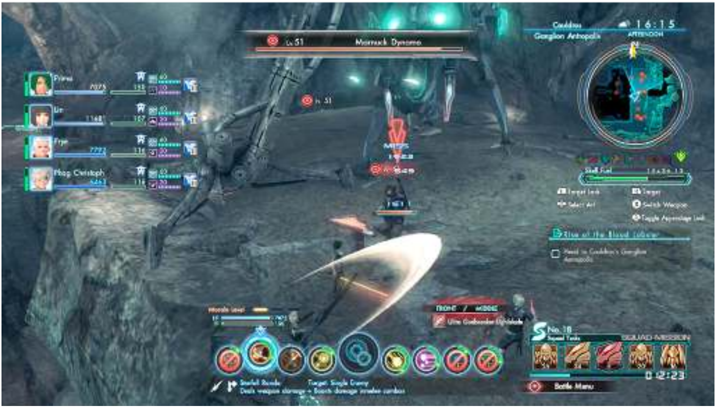
Stuffed Lobster 98: *Administrative District/Division Drive*

This stuffed lobster will not spawn until you have completed “Definian Downfall” and you have access to the Cauldros’s Ganglion Antropolis. Check behind the boxes at the right side of the left Mediators area.

Once you collect lobster 98, you get another call from the Blood Lobster saying that the last lobster is with a justice-obsessed citizen of New LA. As you’ve already finished “A Hero’s Ride,” you know who that is. Talk to Justin in the Commercial District.

The Blood Lobster then challenges you to a final meeting at the Definian base. Head to Cauldros's Ganglion Antropolis for the final showdown.


Squad Mission


Cauldros
Ganglion Antropolis
16:15
Afternoon
Lv. 51
Marnuck Dynamo
Rise of the Blood Lobster
Head to Cauldros's Ganglion Antropolis
No. 18
Squad Tasks
Squad Mission
02:23
Battle Menu

The Blood Lobster

That is, if you can overcome the final weapon left by the Definians...the Blood Despair!

Be sure to bring your highest-level party members and your best ground gear—you're about to storm one of the game's most fortified fortresses and take on one of its toughest ground bosses!

Rush past the enemies if you can, to the wide cave in the back, and go straight until you see the purple Skell. This is the Blood Despair, piloted by the Blood Lobster himself!

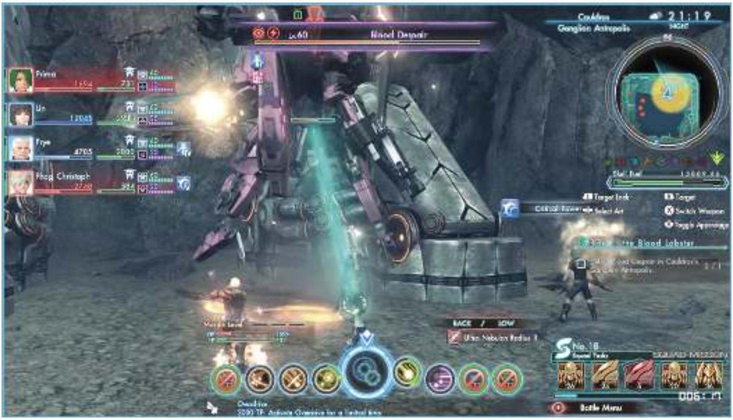
Blood Despair

Level	60
Experience	874
HP	582,907
Melee Attack	1,353
Melee Accuracy	308
Ranged Attack	1,476
Ranged Accuracy	330
Potential	1,230
Evasion	237

Attribute Resistances

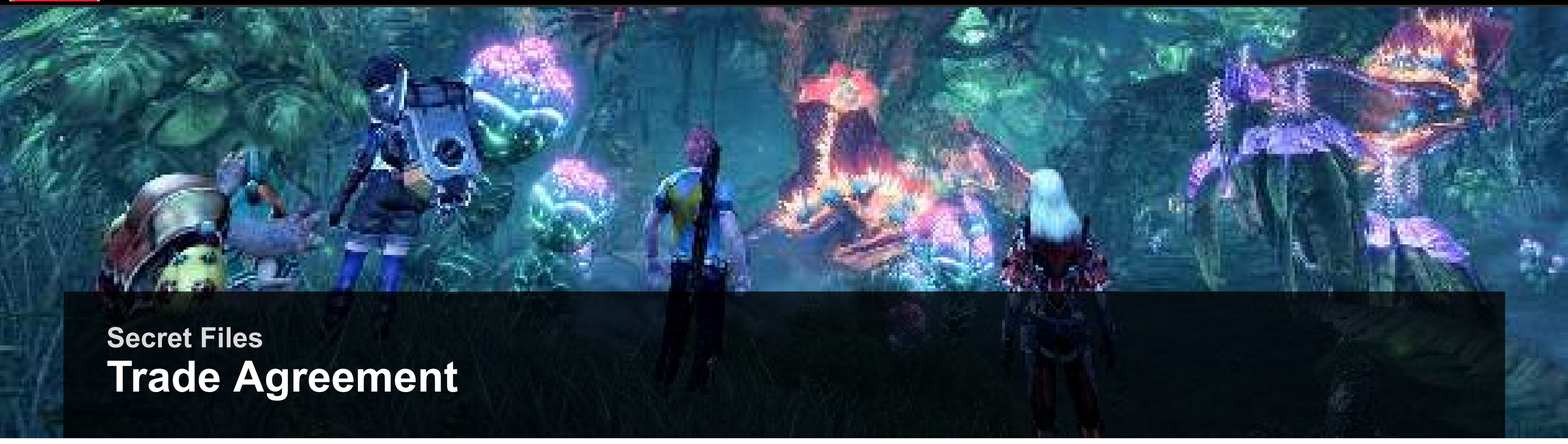
Physical	45
Beam	-10
Ether	25
Thermal	25
Electric	-10
Gravity	-25

The Blood Despair is one tough lobster! Preparation is the key here. Bring your gravity-based weapons and beam-resistant armor, load up any healing, buff, and debuff Arts you can feasibly hold among all your party members, and equip any skills that allow for extra damage against machinery.


Lv.60
Blood Despair
21:19
Battle Menu

The Blood Despair likes to let loose with hard-hitting beam and physical attacks, but by far his two most dangerous trump cards are an area-of-effect attack called Negative Pulse (which inflicts all hit with Fatigue and Blackout while taking off a decent chunk of HP) and another area-of-effect attack called Meteor Launcher (which just really *hurts* upon impact). Be sure to do whatever you can to recover if you're hit with these attacks, or go for his appendages to try to disable his ability to launch them altogether.

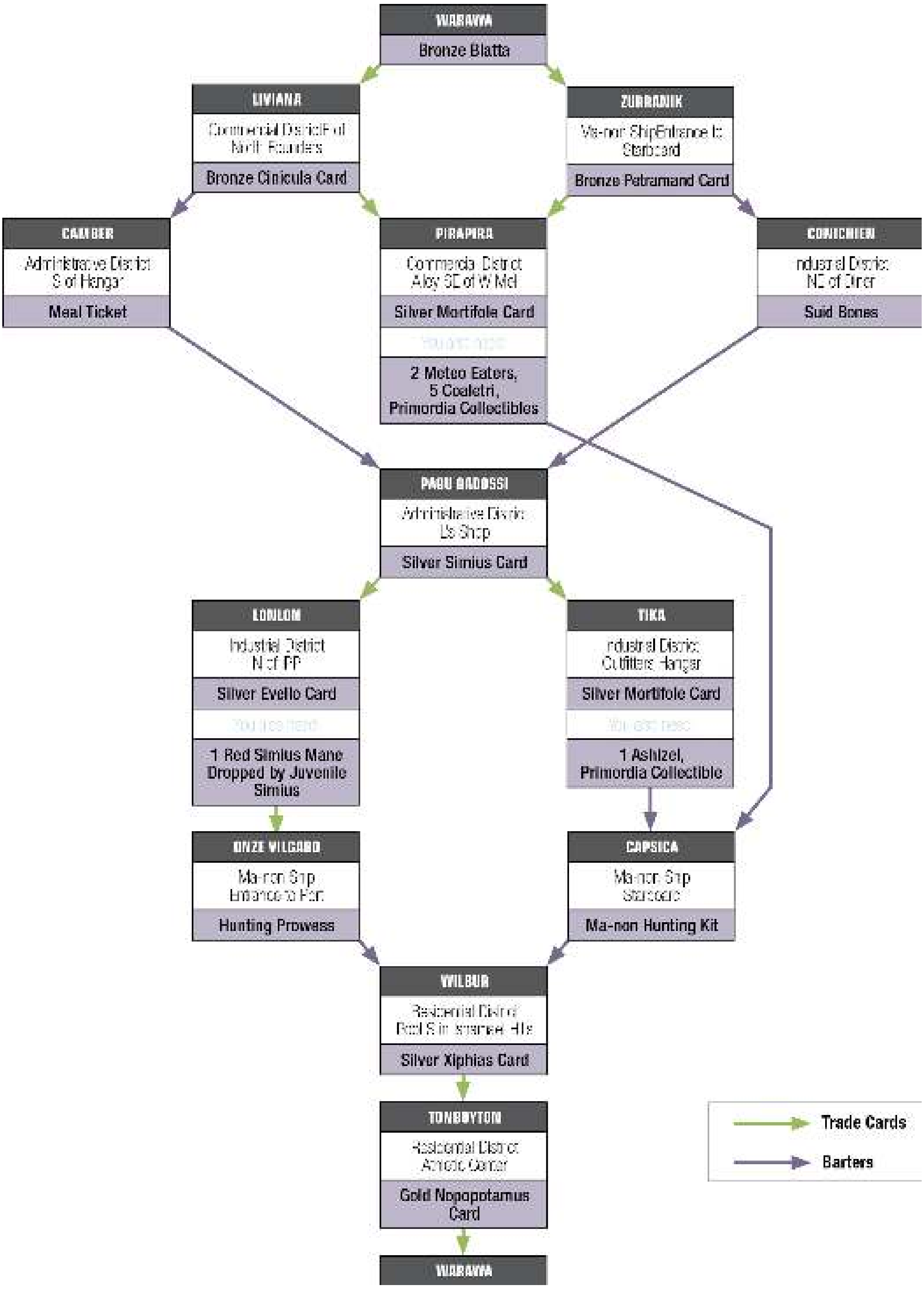
Beat the Blood Despair for a surprising revelation about the Blood Lobster that we'll leave you to find out. Good luck!

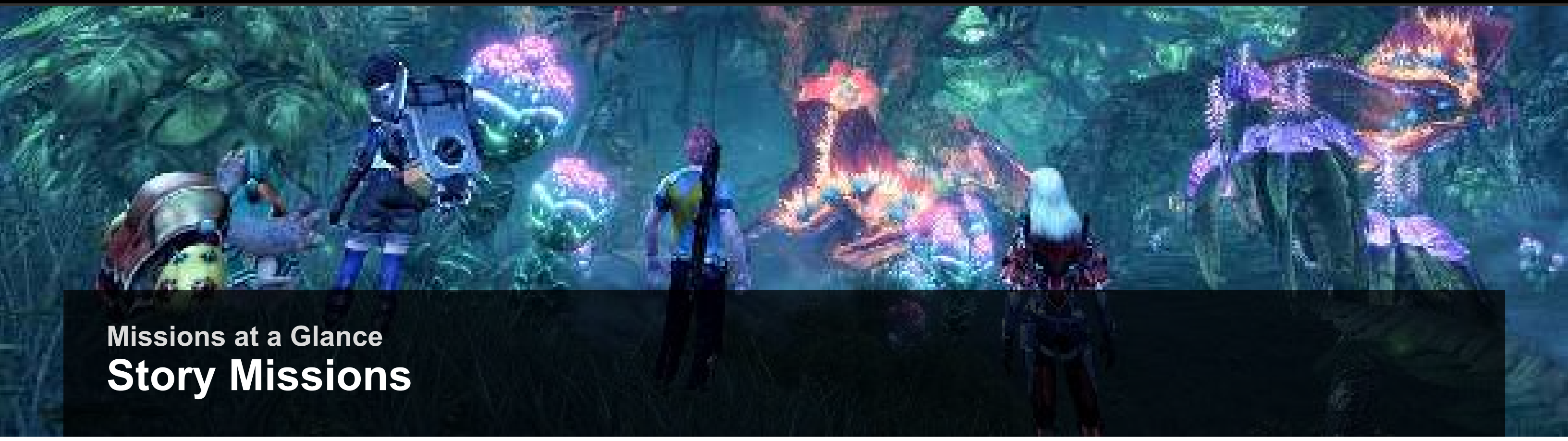


Secret Files

Trade Agreement

This mission is a complicated trade chain quest that involves trading up a common trading card, the Bronze Blatta, to a special, rare card, the Gold Nopopotamus. Follow the chart below to make the trades you need to get that rare card!


WARAWA
Bronze Blatta
LIVIANA
Commercial District of North Founders
Bronze Cinicula Card
ZURRANIK
Ma-non Ship Entrance to Starboard
Bronze Petramand Card
CAMBER
Administrative District S of Hangar
Meal Ticket
PIRAPIRA
Commercial District Alley SE of W Mel
Silver Mortifole Card
You'll need
2 Meteo Eaters, 5 Coaletri, Primordia Collectibles
CONICHIERI
Industrial District NE of Diner
Suid Bones
PAGU GADOSSI
Administrative District L's Shop
Silver Simius Card
LOULOM
Industrial District N of FP
Silver Evello Card
You need
1 Red Simius Mane Dropped by Juvenile Simius
TIKA
Industrial District Outfitters Hangar
Silver Mortifole Card
You need
1 Ashizel, Primordia Collectible
ONZE VILGARD
Ma-non Ship Entrance to Port
Hunting Prowess
CAPSICA
Ma-non Ship Starboard
Ma-non Hunting Kit
WILBUR
Residential District Foot S in Ishanmael Hills
Silver Xiphias Card
TONBUYTON
Residential District Athletic Center
Gold Nopopotamus Card
WARAWA
Trade Cards
Barters



Missions at a Glance

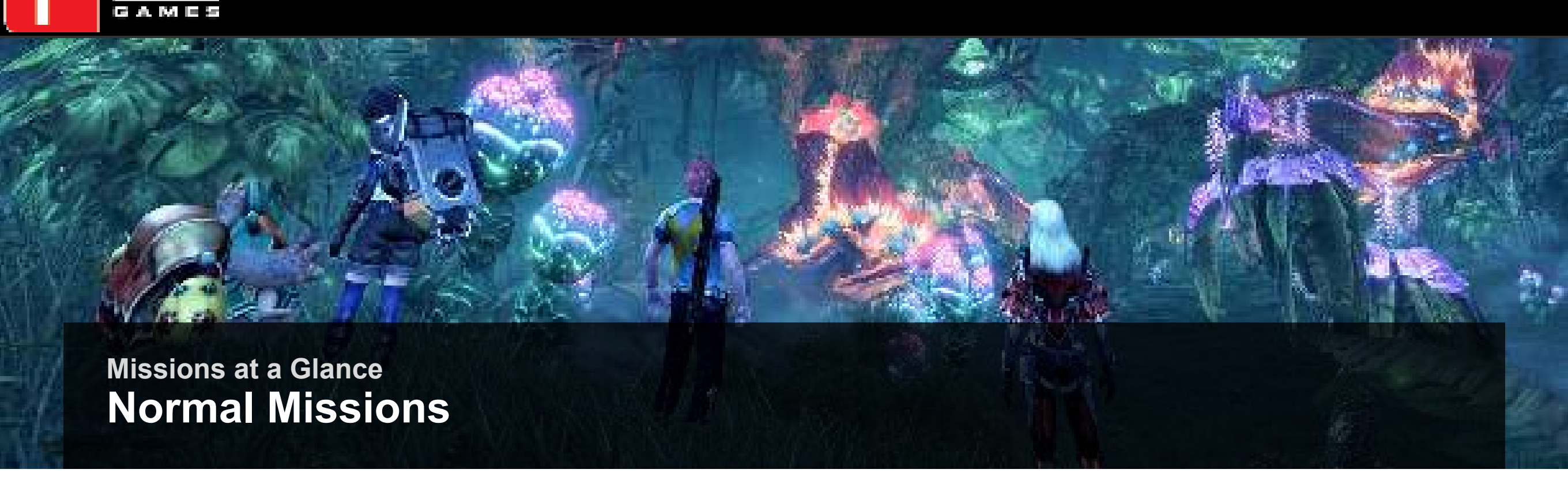
Story Missions

Story Missions

- Prologue: Awakening
- Chapter 1: New Los Angeles
- Chapter 2: The New Frontier
- Chapter 3: Builders of a Legacy
- Chapter 4: The Ganglion Menace
- Chapter 5: Ma-non Maneuvers
- Chapter 6: Dark Matters
- Chapter 7: Treachery
- Chapter 8: The Gathering Storm
- Chapter 9: Warriors of Wroth
- Chapter 10: The Zu Pharg Menace
- Chapter 11: Consequences
- Chapter 12: Into the Core

Affinity Missions

- A Challenger Approaches
- A Day in the Life
- A False Hope
- A Friend in Need
- A Girl's Wings
- A Great Divide
- A New Rival?
- A Present for Hope
- Arms and the Man
- BFFs
- Blitzkrieg
- Boot Camp
- Bottoms Up
- Bozé's Ignorance
- Bozé's Way
- Brotherly Love
- Climbing the Ladder
- Close Comrades
- Fathers and Sons
- Fitting In
- Foggy Dilemma
- Hope Springs Eternal
- L's Conundrum
- Lionhearted
- Manhunt
- Meeting Yelv
- Mia Grows Up
- My Dream
- Nagi's Time
- New in New LA
- Nine Lives
- Prospective Partners
- Rapid Misfire
- Renewed Will
- Reporting for Duty
- Serial Thriller
- Soldier of the Harriers
- Spy Games
- The King of Fear
- The Little Rich Girl
- The Mad Monk
- The Matchmaker
- The Nopon Heir
- The Repair Job
- The Ties That Bind
- Then and Now
- To Serve Nopon
- Two Peas in a Pod
- We Were Soldiers
- Weaponized
- What the Skell?!
- Yelv's Partner



Missions at a Glance

Normal Missions

Normal Missions

- A Dish Served Cold
- A Dubious Operation
- A Fateful Choice
- A Grim Undertaking
- A Hero's Ride
- A New Life
- A Proper Chopper
- A Tip of the Cap
- Adventure!
- Alex's Last Stand
- Alien Nation
- An Ancient Legend
- Attack on Biahno Hills
- Better Latte Than Never
- Black Lifehold
- BLADE Level Basics
- Booming Business
- Bread and a Circus
- Castle in the Sky
- Cauldros Trailblazing 1
- Cauldros Trailblazing 2
- Cauldros Trailblazing 3
- Cavern Crushers
- Child of Mira
- Cinicula Assault
- Circle of Life
- City Saviors
- Close Encounters
- Cooking Schooled
- Data Miner
- Data Probe Breakthrough
- Data Probe Challenge
- Data Probe Evolution
- Data Probe Progress
- Data Probe Revolution
- Dead Men Tell No Tales
- Definian Downfall
- Dodonga Caravan
- Dorian Caravan
- Elma's Task A
- Elma's Task B
- Elma's Task C
- Emotion Commotion
- Entrepreneurial Spirit
- Forbidden Love
- Forest Foray
- Fortun and Glory *
- Frontier Spirit
- Going Viral
- Gold Rush
- Good Fortun
- Good Neighbors
- Gorkwa Games
- Hackers
- Hair Apparent
- Haywire!
- Herbivores, Unite!
- Here Come the Brides
- House Call
- Installation
- It's-a Mia!
- Kidnapped: Oll Valdileo
- Kidnapped: Rada Valdileo
- Kidnapped: Uzoma Vassago
- Lakeside Getaway
- Law and Orders
- Leaving the Nest
- Lend an Ear
- Lesson from the Grave
- Lone Survivors
- Mamma Mia!
- Material Hunt A
- Material Hunt B
- Material Hunt C
- Mayday
- Mayhem
- Mia Is Missing!
- Mighty Mia
- Miranium
- Missing in Action
- Mission A
- Mission B
- Mission C
- Muimui's Meltdown
- Murder Most Foul
- My Angel, My Lana
- Myles to Go
- Mystery Man
- New Frontier
- No Ma-non Need Apply
- Noctilum Trailblazing 1
- Noctilum Trailblazing 2
- Noctilum Trailblazing 3
- No-show Nen'celeg
- Oblivia Trailblazing 1
- Oblivia Trailblazing 2
- Oblivia Trailblazing 3
- Orphean Pluck
- Ovah and Out
- Pack It In
- Planetary Pioneer (Part I)
- Planetary Pioneer (Part II)
- Planetary Pioneer (Part III)
- Planetary Pioneer (Part IV)
- Planetary Pioneer (Part V)
- Plans of Attack
- Pollution Solution
- Predator and Prey
- Primordia Trailblazing 1
- Primordia Trailblazing 2
- Primordia Trailblazing 3
- Professor B's Return
- Professorial
- Proficiency Exam 1
- Proficiency Exam 2
- Proficiency Exam 3
- Proficiency Exam 4
- Proficiency Exam 5
- Proficiency Exam 6
- Proficiency Exam 7
- Proficiency Exam 8
- Prone Sweet Prone
- Quegga's Gift
- Rescue at the Ensconced Citadel
- Research
- Rise of the Blood Lobster
- Rites of Ruin
- Securing Lan'cord
- Setting Forth
- Shotgun Diplomacy
- Slovity's Rampage
- Slovity's Revenge
- Snipe Hunt
- Sparking a Smile
- Special Delivery
- Stop, Thief!
- Sun'celeg Rises
- Supplies Surprise
- Sylvalum Trailblazing 1
- Sylvalum Trailblazing 2
- Sylvalum Trailblazing 3
- That's In-Credible!
- The Art of War
- The Big Bang
- The Bodyguard
- The Bug Whisperer
- The Celeste Three
- The Divine Napopon
- The Divine Nipopon
- The Divine Nopopon
- The Divine Nupopon
- The Duel (Part I)
- The Duel (Part II)
- The Duel (Part III)
- The Duel (Part IV)
- The Fashionista
- The Gauntlet
- The Gold Membership
- The Good Thief
- The Handy Ma-non
- The Journey Begins
- The Line of Fire
- The Lurker
- The Membership
- The Miracle Maker
- The Old Gods
- The Party Line
- The Pip-Squeak
- The Platinum Membership
- The Probe-fessional
- The Queen Is Dead
- The Root of All Evil
- The Silver Membership
- The Skell License
- The Sword of Legendaryness
- The Trading Floor
- The Ultimate Price
- The Unbreakable Sword
- The Voltant Visionary
- Trade Agreement
- Training Day
- Tree-mendous
- Turf War
- Two Warriors
- Unknown Assailant
- Unsatisfied Customer
- Until the End
- Waste Not, Want Not
- Water Woes
- Welcome Back, Conner
- White Lifehold
- Wrothian Innovation
- Yardley's Scheme

Note

*You can take "Fortun and Glory" OR "Definian Love," but not both, during one playthrough.

Basic Missions: Bounty

- **Adsecula Extermination**
- **Adsecula Extermination**
- **Aeviter Ace**
- **Alfombra, the Transcendent**
- **Andrei, the Cunning**
- **Angelita, the Blade Bouquet**
- **Anselm, the Triumphant**
- **Aprica Assault**
- **Archibolt, the Revolutionary**
- **Aria, the Zauberflöte**
- **Arms Testers Wanted**
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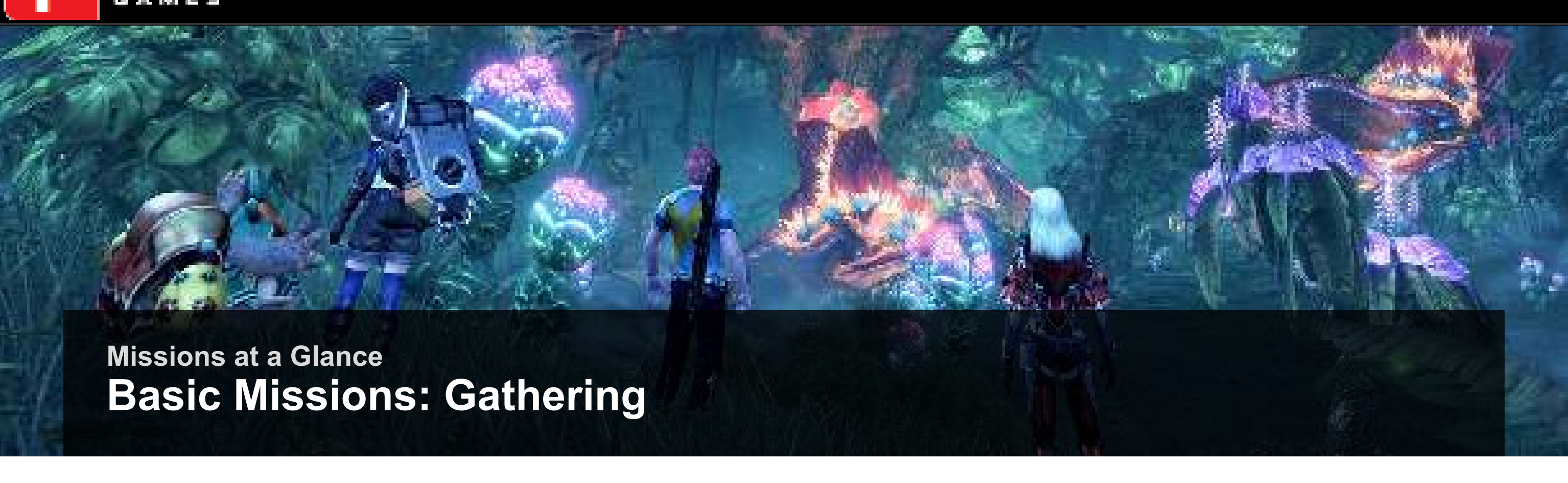
- **Asana, the Azure Star**
- **Axing Falsaxum**
- **Barnabas, the Despot**
- **Blatta Splatter**
- **Blatta Splatter**
- **Bogdan, the Dense**
- **Caesar, the Hundred-Eyed**
- **Camille, the Immortal**
- **Candelario, the Bronze**
- **Casper, the Unhealthy Eater**
- **Celedonio, the Battle-Tested**
- **Clemente, the Iron Meteor**
- **Coil, the Never-Ending**
- **Culling Caecuses**
- **Culling Caecuses**
- **Dawid, the Destrier**
- **Desdemona, the Subterranean**
- **Dieter, the Epicure**
- **Dilus Destroyer**
- **Dobromila, the Alluring**
- **Duoguill Duty**
- **Eddy, the Electric Heat**
- **Edgardo, the Carefree**
- **Eisen, the Ebon Rock**
- **Eliane, the Unmoved**
- **Ernest, the Contemplative**
- **Evello Eradication**
- **Fending Off Forfexes**
- **Fending Off Forfexes**
- **Ferdinand, the Fortuitous**
- **Germivores No More**
- **Germivores No More**
- **Goliath, the Stronghold**
- **Grex Wrecker**
- **Hayreddin, the Territorial**
- **Hephaestus, the Absconder**
- **House of Cards**
- **Ictus Infestation**
- **Ictus Infestation**
- **Ictus Infestation**
- **Izgnanie, the Smoldering**
- **Jacul Jaunt**
- **Lambert, the Divine Wind**
- **Laurencio, the Fog Bow**
- **Laying Lophids Law**
- **Laying Lophids Low**
- **Lockhart, the Killer of Hope**
- **Ludvik, the Picky Eater**
- **Marnuck Masher**
- **Marnuck Masher**
- **Melanya, the Sound Sleeper**
- **Mephite Mayhem**
- **Mesgen, the Fairweathered**
- **Mikulas, the Keystone**
- **Mincing Millesaurs**
- **Mortifole Mulching**
- **Mortifole Mulching**
- **Murra Master**
- **Night Combat Puge**
- **Nixing Lepyxes**
- **Off the Record**
- **Off the Record**
- **Off the Record**
- **Offing Ovis**
- **Offing Ovis**
- **Offing Ovis**
- **Oskar, the Summer Squall**
- **Papil Punisher**
- **Papil Punisher**
- **Petramand Patrol**
- **Petramand Patrol**
- **Plucking Auravises**
- **Plucking Auravises**
- **Pounding Puges**
- **Pounding Puges**
- **Prinsipe, the Ravenous**
- **Pugilith Pounder**
- **Purgovent Purge**
- **Ramus, the Supersonic**
- **Ridding Insidias**
- **Ridding Insidias**
- **Ridill, the Arrogant**
- **Roderick, the Fleet-Footed**
- **Sadar, the Unhinged**
- **Sarcosuchus, the Iron-Eater**
- **Schneider, the Cliffpercher**
- **Shinhwa, the Sagacious**
- **Shrad Shredder**
- **Si-el, the Vacuous**
- **Silvestre, the Morning Light**
- **Simius Smackdown**
- **Sirene, the Lost**
- **Squashing Scirpos**
- **Squashing Scirpos**
- **Squashing Scirpos**
- **Stola, the Unchained**
- **Suid Sweep**
- **Suid Sweep**
- **Sundering Saltats**
- **Sundering Saltats**
- **Sviatoslav, the Reproachful**
- **Taming Tectinsulas**
- **Tersqual Takedown**
- **The Fearsome Placid Duoguill**
- **Thinning the Thalluses**
- **Thinning the Thalluses**
- **Tourteau, the Delectable**
- **Turba Tracker**
- **Vainamo, the Bellower**
- **Vanquishing Visigels**
- **Vilem, the Gold-Scaled**
- **Vittorio, the Battle-Scarred**
- **Vortice, the Deific Blast**
- **Ya-rhat, the Thundercloud**
- **Yessenia, the Husky-Voiced**
- **Yune, the Ambusher**

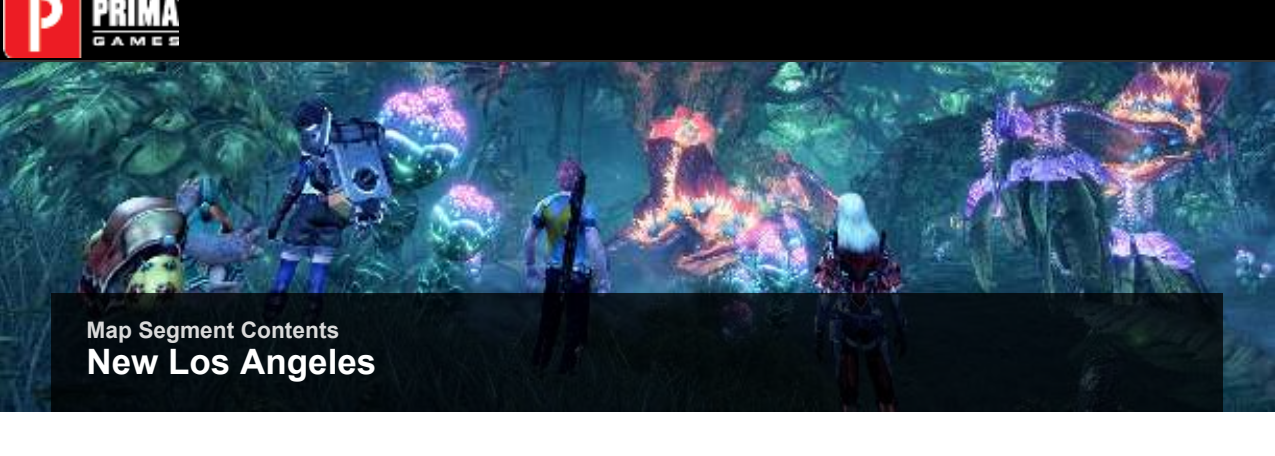


Basic Missions: Gathering

- A Clandestine Operation
- A Community Service
- A Crickety Cure
- A Desert Deferred
- A Hard Pill to Swallow
- A Hero’s Welcome
- A History Lesson
- A Little Protection
- A Look at Lichen
- A Moment of Brilliance
- A New Audience
- A New Flavor
- A New Spark
- A New Taste Sensation
- A Novel Proposal
- A Precious Legacy
- A Probing Issue
- A Repairman’s Resolve
- A Revised Regimen
- A Scanner Scheme
- A Spicy New Spark
- A Spot of Gardening
- Acorn…Abacuses?
- An Ancient Mystery
- An Angelic Accessory
- And Stay Out!
- Bananaleaf Bonanza
- Beating the Heat
- Behold the Cranjelly
- Bloodsuckers
- Bottomless Baggage
- Can’t Make an Omelet…
- Clean and Green
- Coolest of the Cool
- Covert Operations
- Data Recovery
- De-stressing Delicacy
- Dirty Work
- Elusive Orewood
- Emergency Stores
- Engrossed in Grosium
- Extreme Fluffiness
- Extreme Pansies
- Fell Fashion
- Filter Testing
- Finding Morrows Today
- From Idea to Inventory
- From Idea to Inventory
- From Idea to Inventory
- From Idea to Inventory
- From Idea to Inventory
- From Idea to Inventory
- Gaga for Guavas
- Garlic 2.0
- Gathering Grenades
- Gathering Thunder
- Glamor Girl
- Hazmat Hunt
- In a Jam
- In Search of New Horizons
- Incomprehensible Weapon
- Indigen Investigation
- Indigen Investigation
- Indigen Investigation
- Indigen Investigation
- Indigen Investigation
- Juicy Analysis
- Lab Rat Run
- Legacy of the White Whale
- Lending a Hand
- Lilting Lilies
- Lost Memento
- Marry Me!
- Megajolt Rattle and Roll
- Mount M’gando Mineralogy
- Must-Have Blobs
- New Product!
- No Friends Like Nopon
- Nopon Chest
- Nopon Culture 101
- Octo-suka Leg Surprise
- Ovah Overdrive
- Partners in Pearls
- Partners in Prototyping
- Partners in Prototyping
- Partners in Prototyping
- Partners in Prototyping
- Partners in Prototyping
- Partners in Prototyping
- Partners in Prototyping
- Partners in Prototyping
- Party Procurement
- Persimmons, Please!
- Popular Peppers
- Preparations for War
- Primordian Cavern Crawl
- Productivity Power-Up
- Rabbit Research
- Rainbow Wingtips
- Reclaiming the Whale
- Reclaiming the Whale
- Reclaiming the Whale
- Recycled Octopi
- Research on a Budget
- Rocky Research
- Scaling Up
- Skell Repair: Antenna
- Skell Repair: Arm
- Skell Repair: Balancer
- Skell Repair: Cylinder
- Skell Repair: Frame
- Skell Repair: Head
- Skell Repair: Optics
- Skell Repair: Plunger
- Skell Repair: Thruster
- Standing Tall(er)
- Star Sand Seeker
- Straight from the Heart
- Suid Sirloin
- Sumptuous Sleeping
- Sweet Maple Goodness
- Talk of the Town
- Tents by the Ton
- Test Data Retrieval
- The Care Package
- The Carrot
- The Emerian Battlegrounds
- The Endless Ring
- The Fail Parade
- The Herbalist
- The Jewelmonger
- The Jewelmonger
- The Jewelmonger
- The Jewelmonger
- The Next Big Thing
- The Next Big Thing
- The Next Big Thing
- The Next Big Thing
- The Next Big Thing
- The Phantasmagoric Fan
- The Poshest Produce
- The Scrubdown
- The Skell Spectrum
- The Stick
- The Taste of Tersqual
- The Ultimate Pursuit
- The Voltant Void
- Thick-Skinned
- What’s a Rocambole?
- What’s a Taoman?
- Xenotech Research
- Xenotech Survey

Basic Missions: Social

- A Concerned Citizen
- A Covert Rescue
- A Miranium Problem
- A Practice Partner
- A President Not Present
- A Question of Causes
- Ambush
- Anomaly Analysis
- Backup Request
- Backup Request
- Buddies on the Brink
- Calling All Testers
- Departure's Eve
- Escort Requested
- Find My Doc!
- Find the Freighter
- Flight Module
- Guinea Pigs Wanted!
- Hailing the Chief!
- In Need of a Hand
- In Support of Science
- Leafy Learning
- Miranium Exchange
- Miranium Exchange
- Miranium Exchange
- Miranium Exchange
- Miranium Exchange
- Miranium for Fun and Profit
- Miranium Request
- Miranium Request
- Miranium Request
- Miranium Request
- Miranium Request
- Miranium Request
- Miranium Request
- Miranium Request
- Miranium Request
- Miranium Request
- Misery of Moimoi!
- New Orders
- New Orders
- New Orders
- New Orders
- New Orders
- New Orders
- New Orders
- New Orders
- New Orders
- One Little Problem
- Partner Wanted!
- Rendezvous at the Lab!
- Scouting in Secret
- Search Request
- Search Request
- Search Request
- Search Request
- Search Request
- Search Support Request
- Securing Our Safety
- Settling the Score
- Skell License
- Skell Maintenance
- Team Corwin in Crisis
- Tech Supply
- The Call to Counterattack
- The Final Faceoff
- The Rescue Request
- The Scars of War
- The Search for Kun'luarb
- Top-Secret Mission
- Top-Secret Mission
- Tree Lovers Only
- Under the Weather
- Wanted: Miranium Expert
- Weapons Cleanup Crew

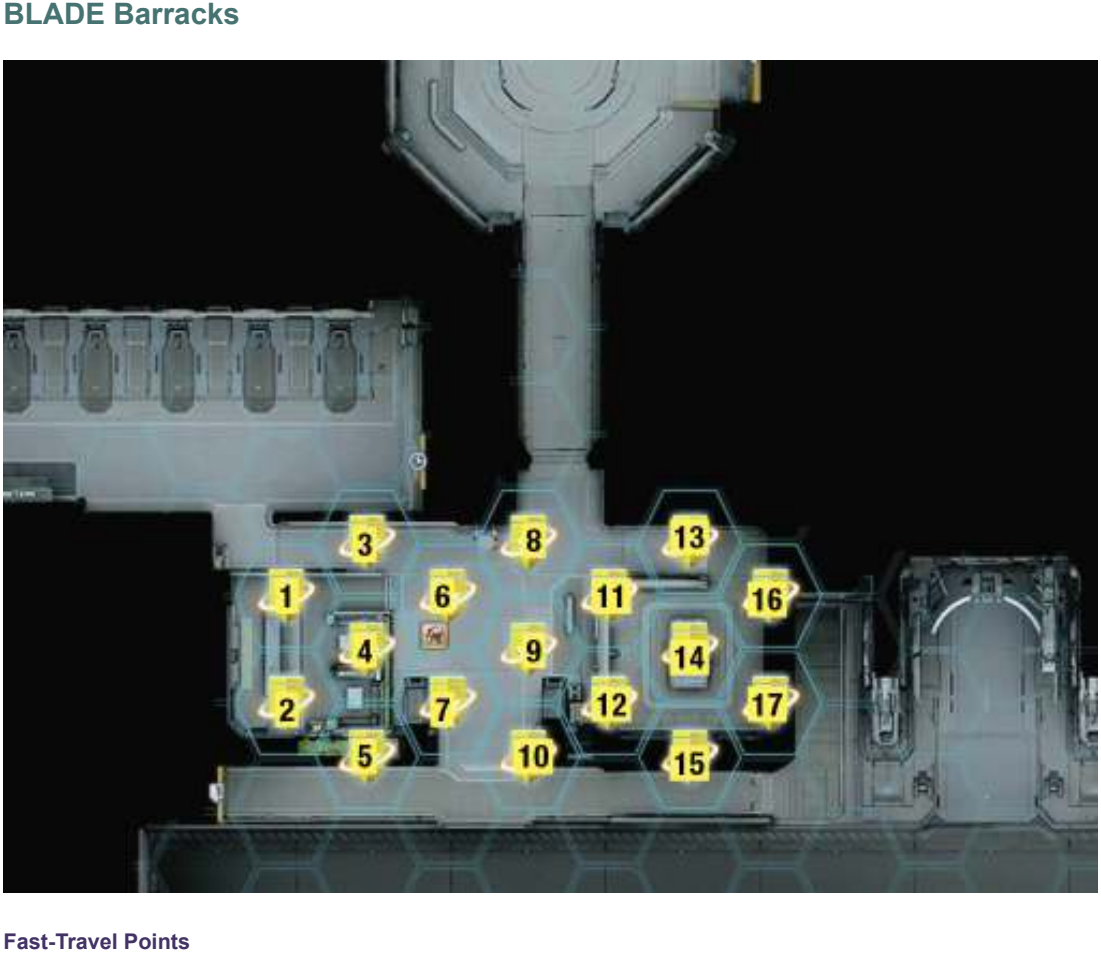


Map Segment Contents

New Los Angeles

For FrontierNav probe sites, the listed field skill level is what is required for probe placement.

BLADE Barracks



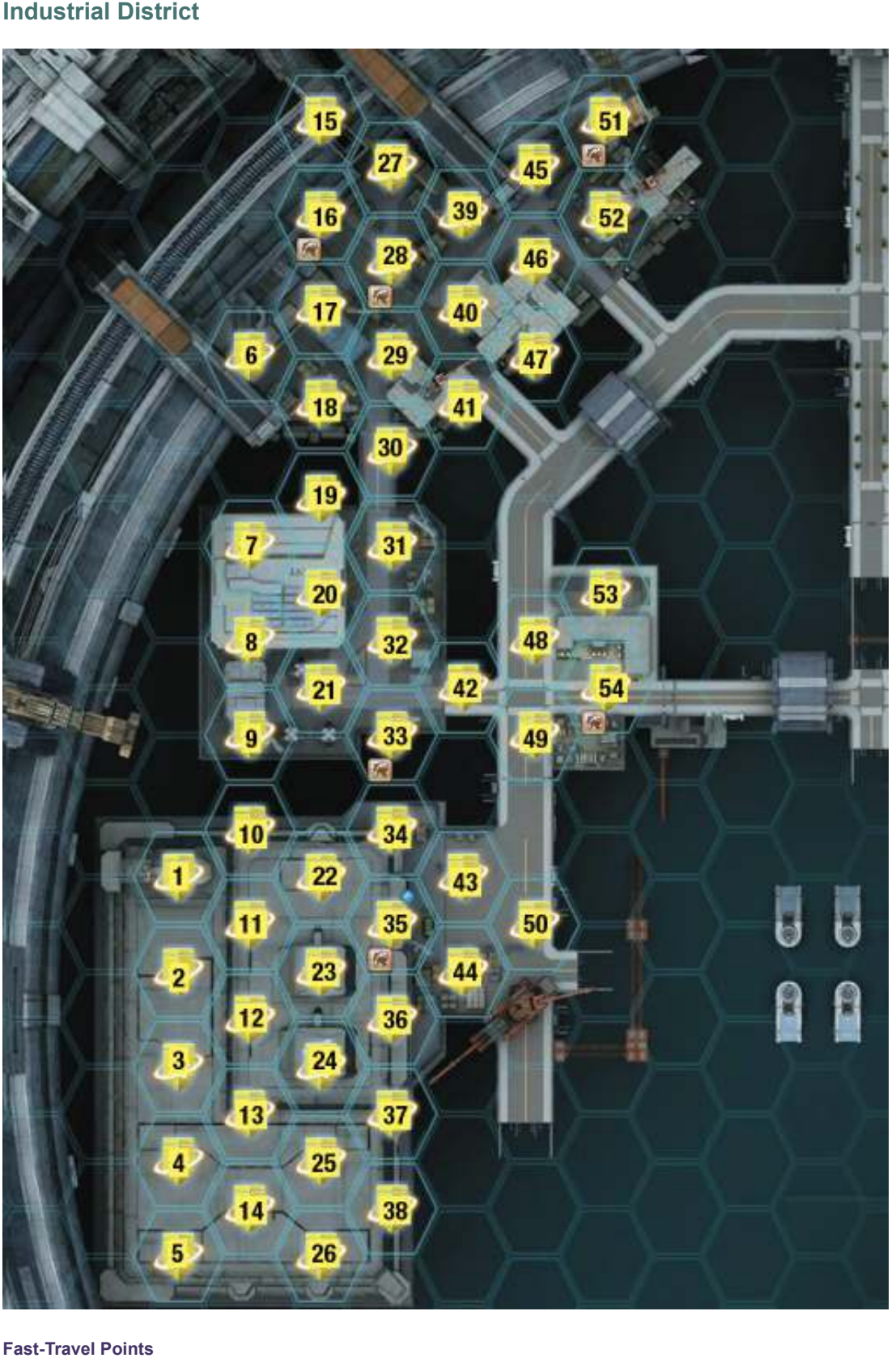
Fast-Travel Points

NO.	LOCATION
6	Barracks Interior

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Affinity Mission	The Repair Job	—
2	Character Hangout	Lin	—
3	Affinity Mission	A Day in the Life	—
4	Affinity Mission	Then and Now	—
5	Affinity Mission	To Serve Nopon	—
6	Heart-to-Heart	Elma Affinity: 5	Appearance Time: Night Requirements: View fourth heart-to-heart.
7	Affinity Mission	Nagi's Time	—
8	Affinity Mission	A Challenger Approaches	Upon completion, the Wrothians will settle in New LA.
9	Heart-to-Heart	Nagi Affinity: 4	Appearance Time: Any Requirements: View third heart-to-heart.
10	Affinity Mission	We Were Soldiers	—
11	Character Hangout	Elma	—
12	Affinity Mission	Two Peas in a Pod	—
13	Affinity Mission	Fathers and Sons	—
14	Story Missions	Chapters 3-12	—
15	Affinity Mission	BFFs	Upon completion, the Nopon will settle in New LA.
16	Affinity Mission	Prospective Partners	—
17	Affinity Mission	A Friend in Need	—

Industrial District



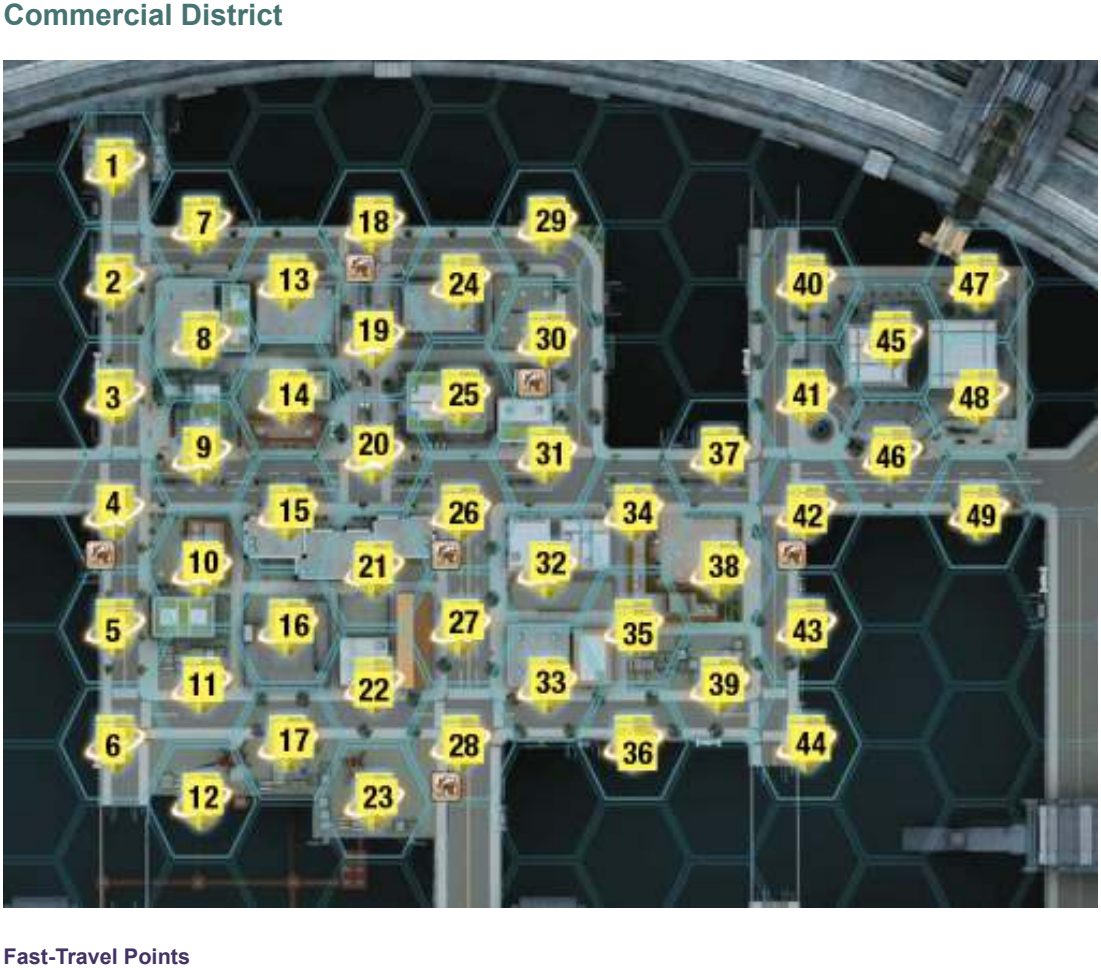
Fast-Travel Points

NO.	LOCATION
16	West Gate
28	Central Industrial District
33	Integrated Production Plant
35	Outfitters Test Hangar
51	Professor B's Lab
54	Repenta Diner

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Heart-to-Heart	CelicaAffinity: 5	Appearance Time: Night Requirements: View fourth heart-to-heart.
2	Heart-to-Heart	Nagi Affinity: 2	Appearance Time: Morning Requirements: View first heart-to-heart.
3	Normal Mission	The Gauntlet	Client: Zo Ozuchi
4	Normal Mission	Two Warriors	Client: Go Belg
5	Normal Mission	Data Probe Challenge	Client: Hugo
6	Normal Mission	Good Fortun	Client: HT665: Erio
7	Heart-to-Heart	CelicaAffinity: 4	Appearance Time:Any Pet: Cat Requirements: View third heart-to-heart.
8	Affinity Mission	New in New LA	—
9	Character Hangout	Celica	—
10	Normal Mission	Yardley's Scheme	Client: Yardley
11	Basic Mission	Off the Record	Client: ???Biological Field Skill
12	Affinity Mission	Boot Camp	—
13	Treasure	Alien Wreckage	Required Skill: Archaeological Level 2
14	Affinity Mission	A Girl's Wings	—
15	Normal Mission	Muimui's Meltdown	Client: Moimoi
16	Normal Mission	Turf War	Client: Enrai
17	Heart-to-Heart	DougAffinity: 2	Appearance Time: Morning Requirements: View first heart-to-heart.
18	Normal Mission	A Proper Chopper	Client: Roscoe
19	Heart-to-Heart	MurderessAffinity: 3	Appearance Time: Any Requirements: View second heart-to-heart.
20	Normal Mission	Forest Foray	Client: Sullivan
21	Normal Mission	Pollution Solution	Client: Liza
22	Normal Mission	Good Neighbors	Client: Tan'celeg
23	Heart-to-Heart	IrinaAffinity: 4	Appearance Time: Any Requirements: View third heart-to-heart.
24	Heart-to-Heart	LinAffinity: 1	Appearance Time: Night
25	Normal Mission	Data Probe Breakthrough	Client: Hugo
26	Normal Mission	Data Probe Revolution	Client: Hugo
27	Heart-to-Heart	ElmaAffinity: 1	Appearance Time: Afternoon
28	Normal Mission	Lone Survivors	Client: Robert
29	Normal Mission	Entrepreneurial Spirit	Client: Tobias
30	Normal Mission	Child of Mira	Client: Orleron
31	Treasure	Container	Required Field Skill: Mechanical Level 3
32	Normal Mission	Orphean Pluck	—
33	Normal Mission	Data Probe Progress	Client: Hugo
34	Normal Mission	Data Probe Evolution	Client: Hugo
35	Normal Mission	The Pip-Squeak	Matthew
36	Normal Mission	Professorial	Veven
37	Normal Mission	Rise of the Blood Lobster	The Blood Lobster
38	Heart-to-Heart	MiaAffinity: 3	Appearance Time: Late Night Requirements: View second heart-to-heart.
39	Heart-to-Heart	Hope 3	Appearance Time: Morning Requirements: View second heart-to-heart.
40	Normal Mission	Pack It In	Client: Nococche
41	Heart-to-Heart	IrinaAffinity: 1	Appearance Time: Night
42	Heart-to-Heart	Frye Affinity: 5	Appearance Time: Any Requirements: View fourth heart-to-heart.
43	Character Hangout	Alexa	—
44	Heart-to-Heart	Celica Affinity: 1	Appearance Time: Afternoon
45	Normal Mission	Mystery Man	Client: Professor B
46	Normal Mission	The Voltant Visionary	Client: Trachlo Lythren
47	Affinity Shift	Horonalderon	—
48	Character Hangout	Frye	—
49	Normal Mission	The Good Thief	Client: Horonalderon
50	Affinity Mission	Fitting In	—
51	Normal Mission	Professor B's Return	Client: Veven
52	Normal Mission	Gold Rush	Client: Adolphus
53	Heart-to-Heart	Frye Affinity: 1	Appearance Time: Late Night
54	Affinity Mission	Bottoms Up	—

Commercial District



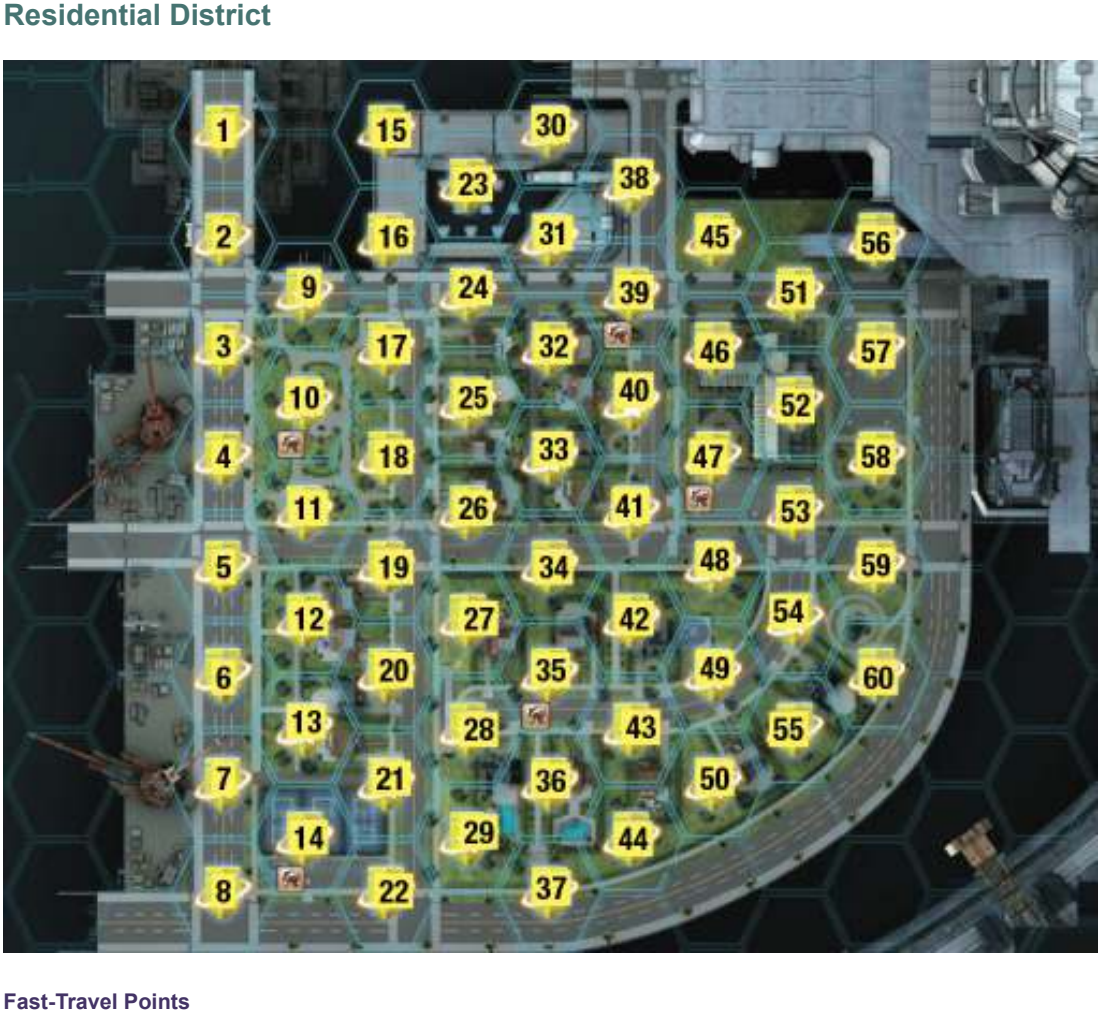
Fast-Travel Points

NO.	LOCATION
4	West Melville Street
18	Barista Court
26	Central Melville Street
28	North Founders Street
30	Nopon Bazaar
42	East Melville Street

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Normal Mission	Going Viral	Client: Julius
2	Heart-to-Heart	Gwin Affinity: 5	Appearance Time: Evening Requirements: View fourth heart-to-heart; Irina must not be in the party.
3	Normal Mission	Alien Nation	Client: Alex
4	Heart-to-Heart	Lin Affinity: 2	Appearance Time: Afternoon Pet: Dog Requirements: View first heart-to-heart.
5	Heart-to-Heart	Mia Affinity: 4	Appearance Time: Any Pet: Cat Requirements: View third heart-to-heart.
6	Character Hangout	Bozé	—
7	Heart-to-Heart	Celica Affinity: 3	Appearance Time: Morning Requirements: View second heart-to-heart.
8	Treasure	Container	Required Field Skill: Mechanical Level 2
9	Normal Mission	Stop, Thief!	Client: Shiraton
10	Normal Mission	A Dubious Operation	Client: Shiraton
11	Heart-to-Heart	Mia Affinity: 2	Appearance Time: Late Night Requirements: View first heart-to-heart.
12	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 4
13	Heart-to-Heart	Phog Affinity: 4	Appearance Time: Any Requirements: View third heart-to-heart.
14	Normal Mission	A Hero's Ride	Client: Justin
15	Normal Mission	Better Latte Than Never	Client: Jo
16	Heart-to-Heart	Doug Affinity: 4	Appearance Time: Any Requirements: View third heart-to-heart.
17	Affinity Shift	Quiquat	—
18	Heart-to-Heart	Lin Affinity: 4	Appearance Time: Evening Requirements: View third heart-to-heart.
19	Normal Mission	Emotion Commotion	Client: Chiopitus
20	Affinity Mission	The Matchmaker	—
21	Normal Mission	Definian Downfall	HT665: Erio
22	Heart-to-Heart	Irina Affinity: 5	Appearance Time: Any Requirements: View fourth heart-to-heart.
23	Affinity Shift	Veverta	—
24	Affinity Mission	Nine Lives	—
25	Affinity Mission	Renewed Will	—
26	Normal Mission	No Ma-non Need Apply	Client: Wersal
27	Heart-to-Heart	LAffinity: 4	Appearance Time: Any Requirements: View third heart-to-heart.
28	Heart-to-Heart	Nagi Affinity: 3	Appearance Time: Morning Requirements: View second heart-to-heart.
29	Normal Mission	Sparking a Smile	Client: Ngogo
30	Normal Mission	Unsatisfied Customer	Client: Chiroro
31	Normal Mission	The Fashionista	Client: Victoria
32	Normal Mission	Planetary Pioneer (Part III)	Client: Kristy
33	Character Hangout	Yelv	—
34	Normal Mission	The Sword of Legendaryness	Client: Muimui
35	Heart-to-Heart	Murderess Affinity: 2	Appearance Time: Nighttime Requirements: View first heart-to-heart.
36	Affinity Mission	Serial Thriller	—
37	Heart-to-Heart	Frye Affinity: 4	Appearance Time: Any Requirements: View third heart-to-heart.
38	Normal Mission	My Angel, My Lana	Client: Bubu
39	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 3
40	Heart-to-Heart	Hope Affinity: 5	Appearance Time: Any Requirements: View fourth heart-to-heart.
41	Normal Mission	Trade Agreement	Client: Warawa
42	Affinity Mission	The Ties That Bind	—
43	Heart-to-Heart	LAffinity: 1	Appearance Time: Afternoon
44	Affinity Shift	Beats	—
45	Normal Mission	Murder Most Foul	Client: Ackwar
46	Normal Mission	Wrothian Innovation	Client: Go Sirho
47	Heart-to-Heart	Hope Affinity: 2	Appearance Time: Evening Requirements: View first heart-to-heart.
48	Normal Mission	A Dish Served Cold	Client: Zo Langra
49	Heart-to-Heart	ElmaAffinity: 3	Appearance Time: Morning Requirements: View second heart-to-heart.

Residential District



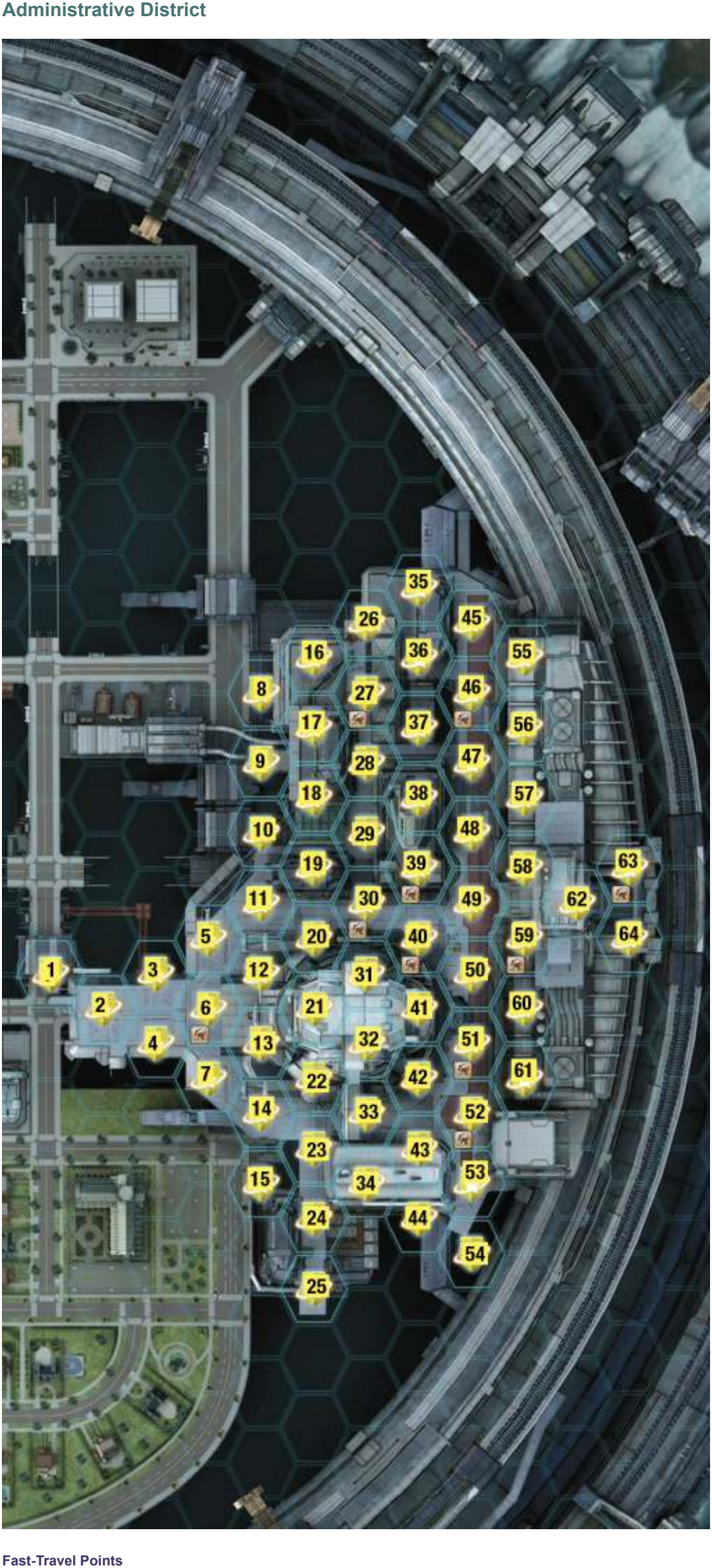
Fast-Travel Points

NO.	LOCATION
10	Deliverance Park
14	Sports Complex
35	Ishmael Hills
39	Water Purification Plant
47	Cathedral

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Heart-to-Heart	Phog Affinity: 1	Appearance Time: Afternoon
2	Normal Mission	Circle of Life	Client: Kon'luarb
3	Character Hangout	Phog	—
4	Heart-to-Heart	LinAffinity: 5	Appearance Time: Morning Requirements: View fourth heart-to-heart.
5	Basic Mission	Off the Record	Client: ???Archaeological Field Skill
6	Heart-to-Heart	Phog Affinity: 3	Appearance Time: Any Requirements: View second heart-to-heart.
7	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 4.
8	Heart-to-Heart	Gwin Affinity: 2	Appearance Time: Late Night Requirements: View first heart-to-heart.
9	Normal Mission	Herbivores, Unite!	Client: Naza Tenpanzi
10	Affinity Mission	A Present for Hope	—
11	Normal Mission	The Celeste Three	Client: Fosdyke
12	Heart-to-Heart	L Affinity: 5	Appearance Time: Morning Requirements: View fourth heart-to-heart.
13	Heart-to-Heart	Celica Affinity: 2	Appearance Time: Early Morning Requirements: View fourth heart-to-heart.
14	Heart-to-Heart	Doug Affinity: 3	Appearance Time: Daytime Requirements: View second heart-to-heart.
15	Heart-to-Heart	Gwin Affinity: 3	Appearance Time: Late Night Requirements: View second heart-to-heart.
16	Heart-to-Heart	Frye Affinity: 3	Appearance Time: Any Pet: Cat Requirements: View second heart-to-heart.
17	Normal Mission	The Line of Fire	Client: Alice
18	Character Hangout	Hope	—
19	Normal Mission	Planetary Pioneer (Part V)	Client: Kirsty
20	Heart-to-Heart	Gwin Affinity: 4	Appearance Time: Any Pet: Dog Requirements: View third heart-to-heart.
21	Heart-to-Heart	Mia Affinity: 5	Appearance Time: Any Requirements: View fourth heart-to-heart.
22	Heart-to-Heart	Hope Affinity: 4	Appearance Time: Any Pet: Dog Requirements: View third heart-to-heart.
23	Heart-to-Heart	Phog Affinity: 5	Appearance Time: Any Requirements: View fourth heart-to-heart.
24	Affinity Mission	Foggy Dilemma	—
25	Heart-to-Heart	Murderess Affinity: 1	Appearance Time: Afternoon
26	Heart-to-Heart	Murderess Affinity: 4	Appearance Time: Any Pet: Cat Requirements: View third heart-to-heart.
27	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 3
28	Heart-to-Heart	Doug Affinity: 1	Appearance Time: Afternoon Pet: Dog
29	Normal Mission	Bread and a Circus	Client: Moimoi
30	Heart-to-Heart	Elma Affinity: 2	Appearance Time: Night Pet: Cat Requirements: View first heart-to-heart.
31	Normal Mission	New Frontier	Client: Kirsty
32	Basic Mission	Off the Record	Client: ???Mechanical Field Skill
33	Heart-to-Heart	Mia Affinity: 1	Appearance Time: Late Night
34	Affinity Shift	Caroline	—
35	Normal Mission	Alex's Last Stand	Client: Eliza
36	Heart-to-Heart	Phog Affinity: 2	Appearance Time: Any Pet: Cat Requirements: View first heart-to-heart.
37	Affinity Shift	Kon'luarb	—
38	Normal Mission	Lakeside Getaway	Client: Rosie
39	Normal Mission	Water Woes	Client: Ajoa
40	Heart-to-Heart	Irina Affinity: 2	Appearance Time: Evening Pet: Dog Requirements: View first heart-to-heart.
41	Heart-to-Heart	LAffinity: 3	Appearance Time: Any Pet: Cat Requirements: View second heart-to-heart.
42	Heart-to-Heart	Murderess Affinity: 5	Appearance Time: Any Requirements: View fourth heart-to-heart.
43	Affinity Shift	Wendy	—
44	Heart-to-Heart	NagiAffinity: 5	Appearance Time: Afternoon Requirements: View fourth heart-to-heart.
45	Character Hangout	H.B.	—
46	Affinity Mission	Hope Springs Eternal	—
47	Normal Mission	The Miracle Maker	Client: Staccata
48	Normal Mission	The Divine Nopopon	Client: Shinshin
49	Affinity Mission	A Great Divide	—
50	Normal Mission	The Bug Whisperer	Client: Min'barac
51	Normal Mission	Shotgun Diplomacy	Client: Eliza
52	Affinity Shift	Letrick	—
53	Normal Mission	Rites of Ruin	Client: Jalimbo
54	Normal Mission	Definian Love orFortun and Glory	Client: LyviaorClient: Erio
55	Affinity Shift	Phoskeran	—
56	Treasure	Container	Required Field Skill: Mechanical Level 2
57	Treasure	Trailer	Required Field Skill: Mechanical Level 3
58	Normal Mission	A Fateful Choice	Client: On'lonam
59	Normal Mission	The Journey Begins	Client: Kun'luarb
60	Heart-to-Heart	Hope Affinity: 1	Appearance Time: Afternoon

Administrative District



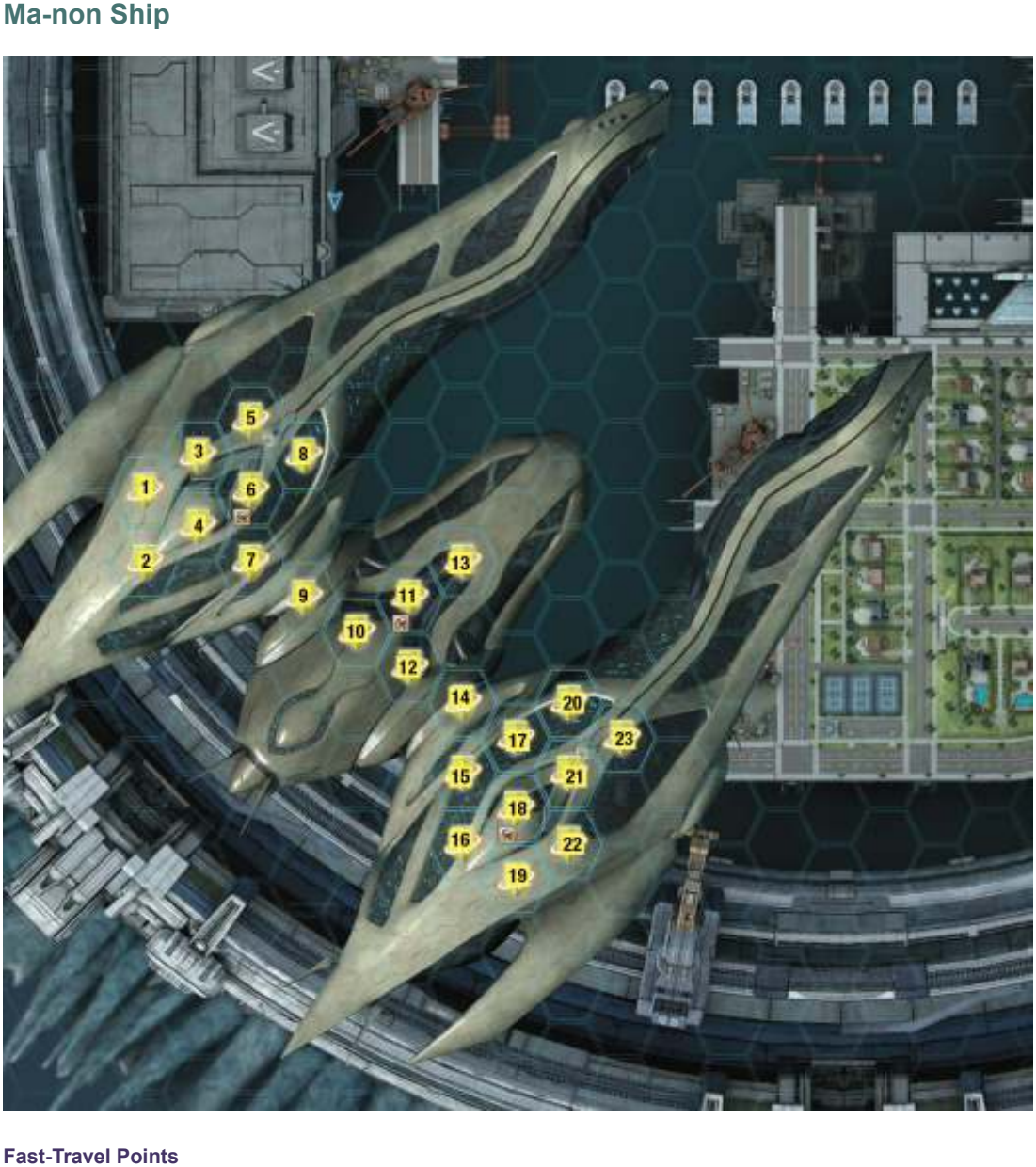
Fast-Travel Points

NO.	LOCATION
6	BLADE Tower
27	Hangar
30	Restricted Hangar Entrance
39	Yardley's Hideaway
40	Armory Alley
46	Division Drive
51	BLADE Concourse
52	Mimeosome Maintenance Center
59	BLADE Barracks
63	East Gate

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Normal Mission	The Duel (Part II)	Client: Gi Zang
2	Character Hangout	Nagi	—
3	Normal Mission	Cavern Crushers	Client: Stella Upon completion, the Prone Cavern Clan will migrate to New LA.
4	Normal Mission	Attack on Biahno Hills	Client: Lara Nara
5	Normal Mission	Dead Men Tell No Tales	Client: Stella
6	Normal Mission	Prone Sweet Prone	Client: Stella Upon completion, the Prone Tree Clan will migrate to New LA.
7	Treasure	Large Container	Required Field Skill: Mechanical Level 4
8	Heart-to-Heart	Gwin Affinity: 1	Appearance Time: Afternoon
9	Heart-to-Heart	Irina Affinity: 3	Appearance Time: Morning R equirements: View second heart-to-heart.
10	Character Hangout	Doug	—
11	Treasure	Trailer	Required Field Skill: Mechanical Level 2
12	Affinity Mission	Manhunt	—
13	Affinity Mission	Spy Games	—
14	Normal Mission	Rescue at the Ensconced Citadel	Client: Julius
15	Normal Mission	The Ultimate Price	Client: Quincy
16	Normal Mission	The Handy Ma-non	Client: Sostenasa
17	Affinity Mission	My Dream	—
18	Affinity Shift	Cedric	—
19	Affinity Mission	The Nopon Heir	—
20	Character Hangout	L	—
21	Normal Mission	That's In-Credible!	Client: Tutura
22	Affinity Mission	Reporting for Duty	—
23	Affinity Mission	A False Hope	—
24	Normal Mission	Planetary Pioneer (Part II)	Client: Kirsty
25	Affinity Shift	Nopopon	—
26	Normal Mission	Mamma Mia!	Client: Mia
27	Affinity Mission	Mia Grows Up	—
28	Affinity Mission	Brotherly Love	—
29	Heart-to-Heart	Doug Affinity: 5	Appearance Time: Any Requirements: View fourth heart-to-heart.
30	Affinity Mission	L's Conundrum	—
31	Normal Mission	Booming Business	Client: L
32	Normal Mission	Lend an Ear	Client: Gu Ladha
33	Normal Mission	Setting Forth	Client: Muimui
34	Heart-to-Heart	NagiAffinity: 1	Appearance Time: Afternoon
35	Normal Mission	Planetary Pioneer (Part IV)	Client: Kirsty
36	Normal Mission	Waste Not, Want Not	Client: Lara Mara
37	Normal Mission	Skell License	Client: Vandham
38	Heart-to-Heart	FryeAffinity: 2	Appearance Time: Nighttime Requirements: View first heart-to-heart.
39	Basic Mission	House of Cards	Client: Yardley
40	Normal Mission	White Lifehold	Client: Lara Nara
41	Normal Mission	BLADE Level Basics	Client: Eleonora
42	Affinity Mission	Soldier of the Harriers	—
43	Normal Mission	The Probe-fessional	Client: Kirsty
44	Normal Mission	The Duel (Part III)	Client: Gi Zang
45	Affinity Mission	The Little Rich Girl	—
46	Character Hangout	Lao	—
47	Character Hangout	Gwin	—
48	Normal Mission	City Saviors	Client: Carl
49	Affinity Mission	Close Comrades	—
50	Normal Mission	Planetary Pioneer (Part I)	Client: Kirsty
51	Affinity Shift	Wolf	—
52	Normal Mission	Ovah and Out	Client: Han'barac
53	Normal Mission	Cooking Schooled	Client: Sherry
54	Normal Mission	Mia Is Missing!	Client: Mia
55	Normal Mission	Unknown Assailant	Client: Raleigh
56	Normal Mission	Frontier Spirit	Client: Corwin
57	Heart-to-Heart	LinAffinity: 3	Appearance Time: Afternoon Requirements: View second heart-to-heart.
58	Normal Mission	Close Encounters	Client: Sarona
59	Normal Mission	The Root of All Evil	Client: Tobias
60	Character Hangout	Irina	—
61	Character Hangout	Murderess	—
62	Normal Mission	Myles to Go	Client: Satie
63	Normal Mission	Slovity's Rampage	Client: Trigo Bamboth
64	Affinity Mission	Blitzkrieg	—

Ma-non Ship

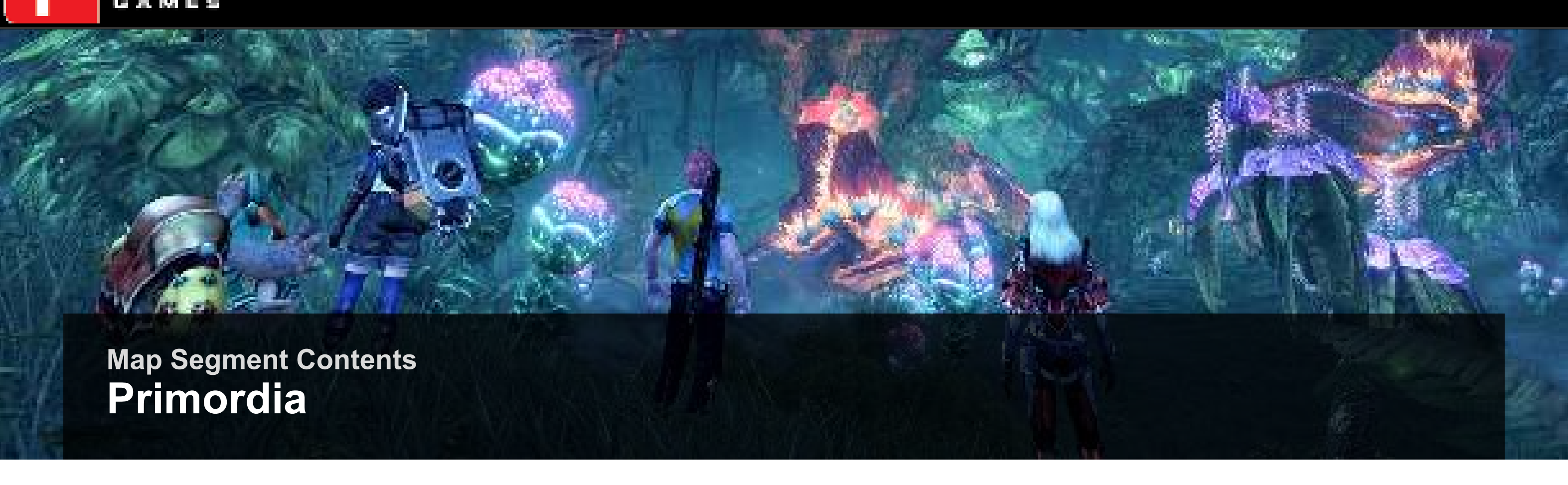


Fast-Travel Points

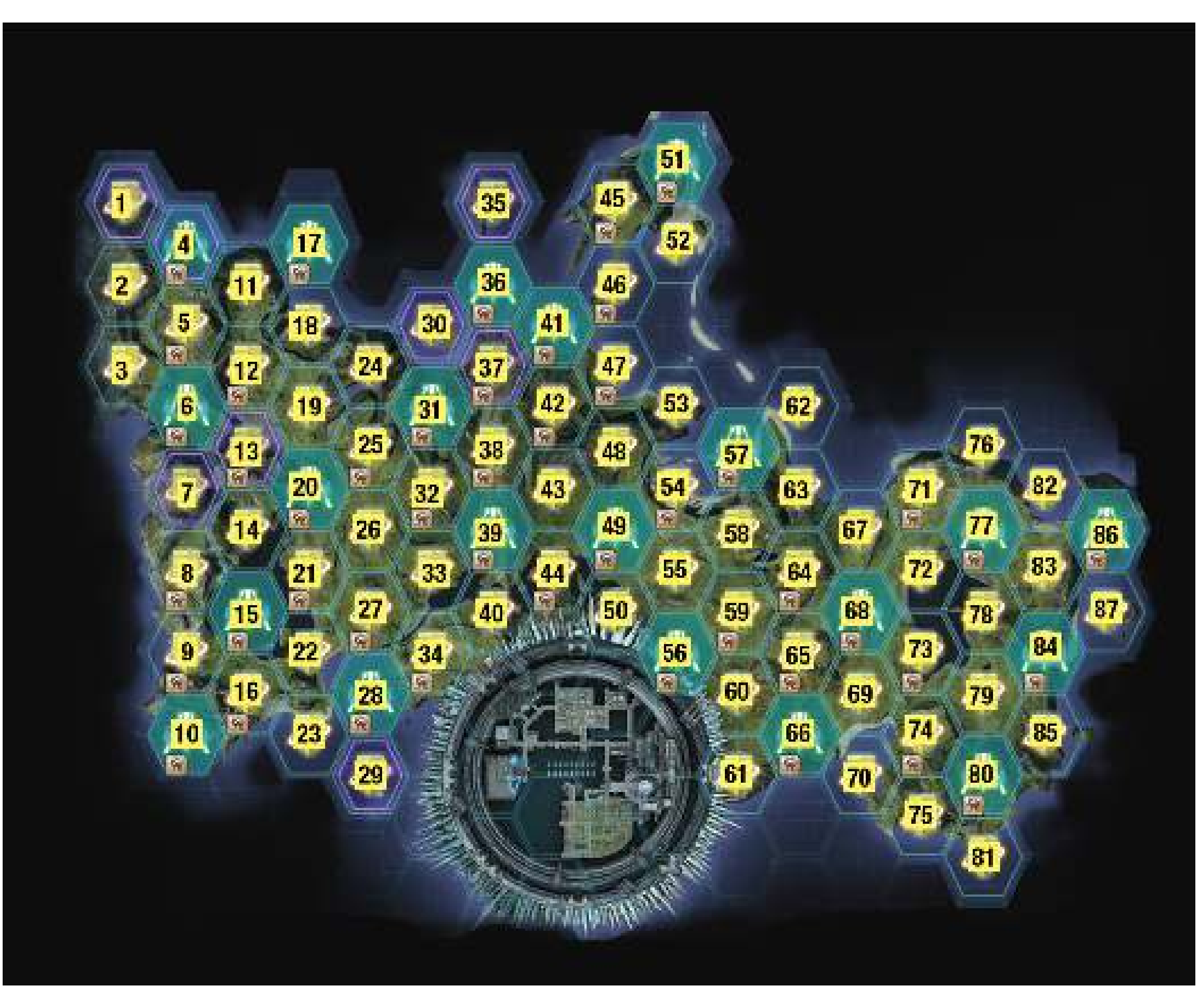
NO.	LOCATION
6	Port Side
11	Deck
18	Starboard

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Normal Mission	Forbidden Love	Client: Loda Gorida
2	Normal Mission	No-show Nen'celeg	Client: Nan'celeg
3	Normal Mission	Gorkwa Games	Client: Troylan
4	Normal Mission	House Call	Client: Nan'celeg
5	Normal Mission	A New Life	Client: Bazis Wolfen
6	Normal Mission	Here Come the Brides	Client: Nemard Wolfen
7	Normal Mission	The Unbreakable Sword	Client: De Zing
8	Normal Mission	A Grim Undertaking	Client: Hala Gorida
9	Heart-to-Heart	LAffinity: 2	Appearance Time: Nighttime Requirements: View first heart-to-heart.
10	Normal Mission	The Lurker	Client: Go Rogan
11	Normal Mission	Snipe Hunt	Client: Bihabba
12	Character Hangout	Mia	—
13	Normal Mission	Sun'celeg Rises	Client: Sun'barac
14	Affinity Shift	Zurranik	—
15	Normal Mission	The Membership	Client: May May
16	Normal Mission	Tree-mendous	Client: Sevvy Belgazus
17	Heart-to-Heart	Elma Affinity: 4	Appearance Time: Evening Requirements: View third heart-to-heart.
18	Normal Mission	The Old Gods	Client: Feloran
19	Normal Mission	An Ancient Legend	Client: Nimu Turton
20	Normal Mission	Training Day	Client: Zarch Quokett
21	Normal Mission	The Art of War	Client: Sajif Scoppio
22	Normal Mission	Slovity's Revenge	Client: Slovity Pagus
23	Normal Mission	The Party Line	Client: Sun'barac



Map Segment Contents
Primordia



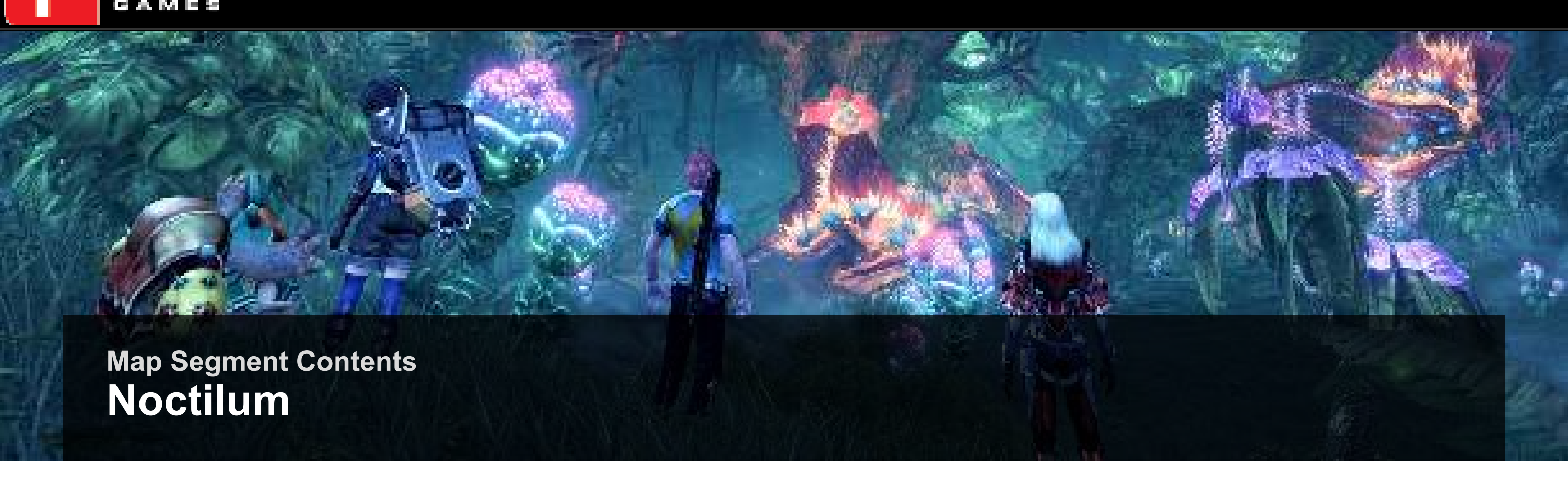
For FrontierNav probe sites, the listed field skill level is what is required for probe placement.

Fast-Travel Points

NO.	LOCATION
4	FN Site 101
5	Bedrock Hold
6	FN Site 103
8	Headwater Summit
9	Starfall Basin
10	FN Site 102
12	Greater Gemini Bridge
13	Fallshorn Isle
15	FN Site 104
16	Shadow Rise
17	FN Site 105
20	FN Site 106
21	Biahno Water-Purification Plant
25	Plundered Ruin
27	Grieving Plains
28	FN Site 107
31	FN Site 108
32	Talon Rock Second Terrane
34	West Gate Plain
36	FN Site 109
37	Molten Hollow
38	Talon Rock Third Terrane
39	FN Site 110
41	FN Site 111
42	Drop Shaft
44	Beasts' Lair
45	Castaway Cavern
46	Arendt Bridge
47	Northpointe Beach
49	FN Site 112
51	FN Site 113
54	Northpointe Cove
56	FN Site 114
57	FN Site 115
59	Sickle Rock Rise
64	Silent Mire
65	Roof Rock
66	FN Site 116
68	FN Site 117
71	North Janpath Plain
73	Janpath Lake
74	Seaswept Ridge
77	FN Site 118
80	FN Site 119
84	FN Site 120
86	FN Site 121

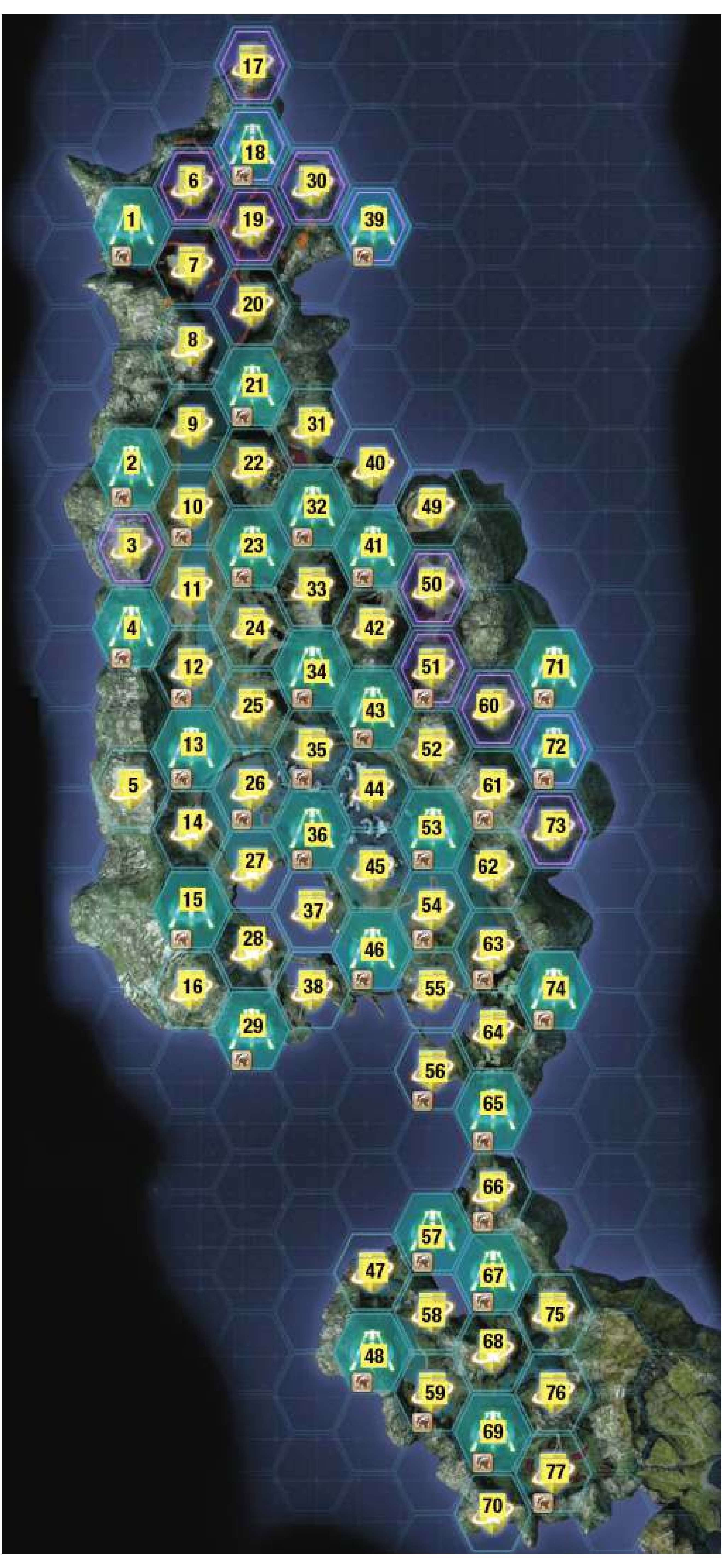
Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Tyrant	Caesar, the Hundred-eyed	Subcategory: Petramand Appears: Any
2	Normal Mission	Snipe Hunt	—
3	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 1
4	FrontierNav Probe Site	FN Site 101	Required Field Skill: Mechanical Level 5
5	Treasure	Alien Container	Required Field Skill: Archaeological Level 5
6	FrontierNav Probe Site	FN Site 103	Required Field Skill: Mechanical Level 1
7	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 1
8	Tyrant	Celestin, the Spring Storm	Subcategory: Progen Appearance Time: Any
9	Affinity Mission	The Repair Job	—
10	FrontierNav Probe Site	FN Site 102	Required Field Skill: Mechanical Level 1
11	Normal Mission	The Queen Is Dead	—
12	Treasure	Strange Insect Nest	Required Field Skill: Biological Level 1
13	Tyrant	Zdenka, the Raucous	Subcategory: Saltat Appearance Time: Any
14	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 1
15	FrontierNav Probe Site	FN Site 104	Required Field Skill: Mechanical Level 3
16	Treasure	Vehicle Wreckage	Required Field Skill: Mechanical Level 1
17	FrontierNav Probe Site	FN Site 105	Required Field Skill: Mechanical Level 1
18	Tyrant	Sapara, the Laconic	Subcategory: Saltat Appearance Time: Rarely
19	Affinity Mission	A Day in the Life	—
20	FrontierNav Probe Site	FN Site 106	Required Field Skill: Mechanical Level 1
21	Normal Mission	Haywire!	—
22	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 1
23	Normal Mission	Forbidden Love	—
24	Tyrant	Bohdan, the Mistral	Subcategory: Auravis Appearance Time: Daytime
25	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 2
26	Normal Mission	Cinicula Assault	—
27	Affinity Mission	Renewed Will	—
28	FrontierNav Probe Site	FN Site 107	Required Field Skill: Mechanical Level 1
29	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 4
30	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 5
31	FrontierNav Probe Site	FN Site 108	Required Field Skill: Mechanical Level 1
32	Normal Mission	The Lurker	—
33	Tyrant	Eckart, the Indestructible	Subcategory: Cinicula Appearance Time: Any
34	Tyrant	Casper, the Unhealthy Eater	Subcategory: Blatta Appearance Time: Nighttime
35	Tyrant	Ridill, the Arrogant	Subcategory: Lophid Appearance Time: Rarely
36	FrontierNav Probe Site	FN Site 109	Required Field Skill: Mechanical Level 2
37	Tyrant	Necro, the Cavelord	Subcategory: Vesper Appearance Time: Any
38	Tyrant	Experimental Composite Qmoeva	Subcategory: Qmoeva Appearance Time: Nighttime
39	FrontierNav Probe Site	FN Site 110	Required Field Skill: Mechanical Level 1
40	Normal Mission	City Saviors	—
41	FrontierNav Probe Site	FN Site 111	Required Field Skill: Mechanical Level 1
42	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 4
43	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 1
44	Tyrant	Dieter, the Epicure	Subcategory: Grex Appearance Time: Any
45	Tyrant	Daril, the Eradicator	Subcategory: Marnuck Appearance Time: Nighttime
46	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 1
47	Normal Mission	The Good Thief	—
48	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 3
49	FrontierNav Probe Site	FN Site 112	Required Field Skill: Mechanical Level 1
50	Tyrant	Mesgen, the Fairweathered	Subcategory: Potamus Appearance Time: Any
51	FrontierNav Probe Site	FN Site 113	Required Field Skill: Mechanical Level 1
52	Normal Mission	Close Encounters	—
53	Affinity Mission	Nagi's Time	—
54	Tyrant	Shatskikh, the Flash	Subcategory: Xiphias Appearance Time: Rarely
55	Normal Mission	Welcome Back, Conner	—
56	FrontierNav Probe Site	FN Site 114	Required Field Skill: Mechanical Level 1
57	FrontierNav Probe Site	FN Site 115	Required Field Skill: Mechanical Level 2
58	Normal Mission	Here Come the Brides	—
59	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 2
60	Treasure	Vehicle Wreckage	Required Field Skill: Mechanical Level 1
61	Normal Mission	An Ancient Legend	—
62	Affinity Mission	We Were Soldiers	—
63	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 2
64	Tyrant	Etutanne, the Bloodthirsty	Subcategory: Adsecula Appearance Time: Any
65	Tyrant	Hephaestus, the Absconder	Subcategory: Duoguill Appearance Time: Nighttime
66	FrontierNav Probe Site	FN Site 116	Required Field Skill: Mechanical Level 1
67	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 1
68	FrontierNav Probe Site	FN Site 117	Required Field Skill: Mechanical Level 1
69	Affinity Mission	Nine Lives	—
70	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 4
71	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 4
72	Tyrant	Gugli, the Relentless	Subcategory: Suid Appearance Time: Any
73	Tyrant	Luciel, the Eternal	Subcategory: Millesaur Appearance Time: Any
74	Tyrant	Eutropio, the Sea Rumble	Subcategory: Levitath Appearance Time: Any
75	Normal Mission	A Dubious Operation	—
76	Normal Mission	Muimui's Meltdown	—
77	FrontierNav Probe Site	FN Site 118	Required Field Skill: Mechanical Level 1
78	Normal Mission	Training Day	—
79	Affinity Mission	A False Hope	—
80	FrontierNav Probe Site	FN Site 119	Required Field Skill: Mechanical Level 1
81	Tyrant	Bogdan, the Dense	Subcategory: Suid Appearance Time: Any
82	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 3
83	Normal Mission	Stop, Thief!	—
84	FrontierNav Probe Site	FN Site 120	Required Field Skill: Mechanical Level 3
85	Tyrant	Ji-ett, the Thunderclap	Subcategory: Fal-swo Appearance Time: Nighttime
86	FrontierNav Probe Site	FN Site 121	Required Field Skill: Mechanical Level 1
87	Tyrant	Rajidi, the Cumuliform	Subcategory: Balaena Appearance Time: Rarely



Map Segment Contents

Noctilum



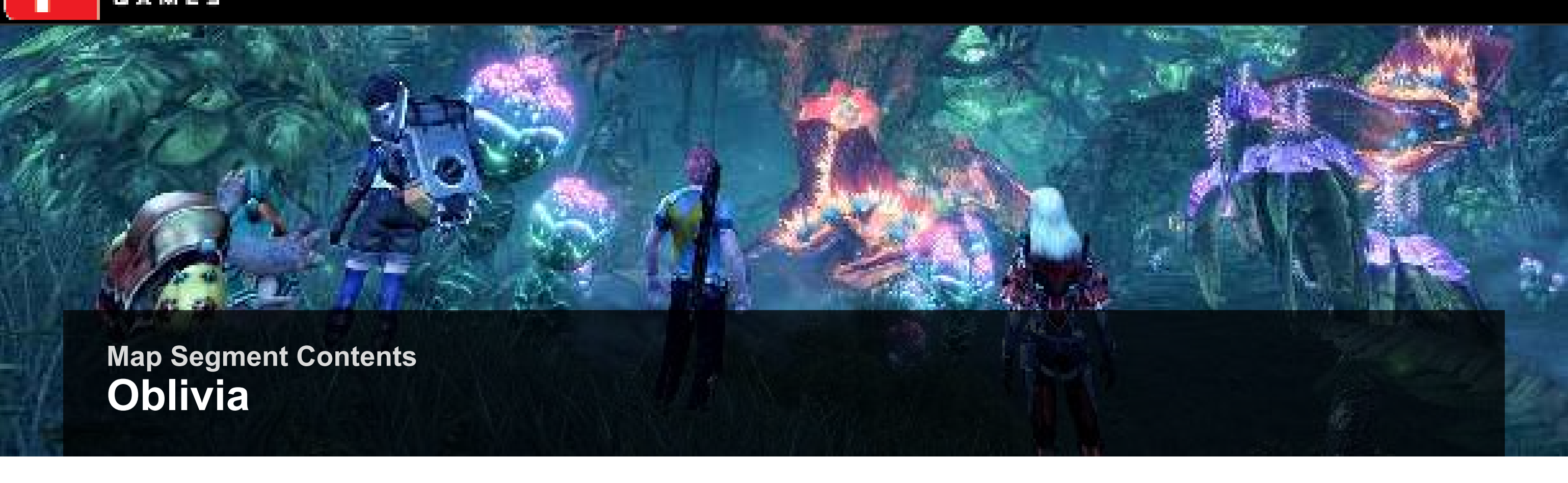
For FrontierNav probe sites, the listed field skill level is what is required for probe placement.

Fast-Travel Points

NO.	LOCATION
1	FN Site 201
2	FN Site 202
4	FN Site 203
10	Narcissus Tree
12	Bident Crossing
13	FN Site 204
15	FN Site 205
18	FN Site 206
21	FN Site 207
23	FN Site 208
26	Everwhelm Falls
29	FN Site 209
32	FN Site 210
34	FN Site 211
35	Great Nail
36	FN Site 212
39	FN Site 213
41	FN Site 214
43	FN Site 215
46	FN Site 216
48	FN Site 217
51	Weeping Whitewood
53	FN Site 218
54	Skybound Coil Tree
56	Seabound Coil Tree
57	FN Site 219
59	Old Dragontail Tree
61	Rockmole's Burrow
63	Nopon Braidbridge
65	FN Site 220
66	Tripod Rock
67	FN Site 221
69	FN Site 222
71	FN Site 223
72	FN Site 224
74	FN Site 225
77	Potter's Rock

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	FrontierNav Probe Site	FN Site 201	Required Field Skill: Mechanical Level 3
2	FrontierNav Probe Site	FN Site 202	Required Field Skill: Mechanical Level 2
3	Treasure	Strange Tree	Required Field Skill: Biological Level 5
4	FrontierNav Probe Site	FN Site 203	—
5	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 2
6	Normal Mission	A Fateful Choice	—
7	Affinity Mission	The Nopon Heir	—
8	Tyrant	Planetes, the Torrential	Subcategory: Unafulge Appearance Time: Any
9	Normal Mission	House Call	—
10	Tyrant	Pyotr, the Shepherd	Subcategory: Sylooth Appearance Time: Any
11	Affinity Mission	Prospective Partners	—
12	Treasure	Strange Tree	Required Field Skill: Biological Level 4
13	FrontierNav Probe Site	FN Site 204	Required Field Skill: Mechanical Level 1
14	Normal Mission	Frontier Spirit	—
15	FrontierNav Probe Site	FN Site 205	Required Field Skill: Mechanical Level 1
16	Tyrant	Froste, the Courteous	Subcategory: Vesper Appearance Time: Any
17	Tyrant	Telethia, the Endbringer	Subcategory: Telethia Appearance Time: Any(Must be defeated in a non-mission encounter.)
18	FrontierNav Probe Site	FN Site 206	Required Field Skill: Mechanical Level 5
19	Tyrant	Joker, the Unknowable	Subcategory: Blatta Appearance Time: Any
20	Tyrant	Frajeel, the Purgatorial	Subcategory: Levitath Appearance Time: Any
21	FrontierNav Probe Site	FN Site 207	Required Field Skill: Mechanical Level 2
22	Normal Mission	The Art of War	—
23	FrontierNav Probe Site	FN Site 208	Required Field Skill: Mechanical Level 2
24	Normal Mission	Rescue at the Ensconced Citadel	—
25	Affinity Mission	My Dream	—
26	Tyrant	Katerina, the Cliffhanger	Subcategory: Mortifole Appearance Time: Any
27	Tyrant	Schneider, the Cliffpercher	Subcategory: Forfex Appearance Time: Any
28	Normal Mission	The Voltant Visionary	—
29	FrontierNav Probe Site	FN Site 209	Required Field Skill: Mechanical Level 1
30	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 4
31	Normal Mission	Circle of Life	—
32	FrontierNav Probe Site	FN Site 210	—
33	Treasure	Vehicle Wreckage	Required Field Skill: Mechanical Level 4
34	FrontierNav Probe Site	FN Site 211	Required Field Skill: Mechanical Level 2
35	Normal Mission	No-show Nen'celeg	—
36	FrontierNav Probe Site	FN Site 212	Required Field Skill: Mechanical Level 1
37	Treasure	Trailer Wreckage	Required Field Skill: Mechanical Level 1
38	Normal Mission	Dodonga Caravan	—
39	FrontierNav Probe Site	FN Site 213	Required Field Skill: Mechanical Level 4
40	Affinity Mission	Manhunt	—
41	FrontierNav Probe Site	FN Site 214	Required Field Skill: Mechanical Level 2
42	Tyrant	Demetrio, the Tempestuous	Subcategory: Simius Appearance Time: Any
43	FrontierNav Probe Site	FN Site 215	Required Field Skill: Mechanical Level 2
44	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 2
45	Affinity Mission	Close Comrades	—
46	FrontierNav Probe Site	FN Site 216	Required Field Skill: Mechanical Level 3
47	Normal Mission	A Proper Chopper	—
48	FrontierNav Probe Site	FN Site 217	Required Field Skill: Mechanical Level 2
49	Normal Mission	Dead Men Tell No Tales	—
50	Normal Mission	Murder Most Foul	—
51	Tyrant	Elena, the Infernal	Subcategory: Scirpo Appearance Time: Fog
52	Tyrant	Griffus, the Tartarean	Subcategory: Insidia Appearance Time: Any
53	FrontierNav Probe Site	FN Site 218	Required Field Skill: Mechanical Level 1
54	Normal Mission	Adventure!	—
55	Tyrant	Tormenta, the Scarlet-clad	Subcategory: Turba Appearance Time: Any
56	Normal Mission	Lone Survivors	—
57	FrontierNav Probe Site	FN Site 219	Required Field Skill: Mechanical Level 1
58	Tyrant	Sarcosuchus, the Iron-eater	Subcategory: Dilus Appearance Time: Any
59	Treasure	Strange Tree	Required Field Skill: Biological Level 1
60	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 4
61	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
62	Normal Mission	The Duel (Part II)	—
63	Tyrant	Clemente, the Iron Meteor	Subcategory: Falsaxum Appearance Time: Any
64	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 2
65	FrontierNav Probe Site	FN Site 220	Required Field Skill: Mechanical Level 2
66	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 1
67	FrontierNav Probe Site	FN Site 221	Required Field Skill: Mechanical Level 1
68	Normal Mission	Missing in Action	—
69	FrontierNav Probe Site	FN Site 222	Required Field Skill: Mechanical Level 1
70	Tyrant	Desdemona, the Subterranean	Subcategory: Scirpo Appearance Time: Any
71	FrontierNav Probe Site	FN Site 223	Required Field Skill: Mechanical Level 1
72	FrontierNav Probe Site	FN Site 224	Required Field Skill: Mechanical Level 4
73	Tyrant	Buchwald, the Guardian	Subcategory: Virago Appearance Time: Any
74	FrontierNav Probe Site	FN Site 225	Required Field Skill: Mechanical Level 3
75	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 2
76	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
77	Normal Mission	Data Miner	—



Map Segment Contents

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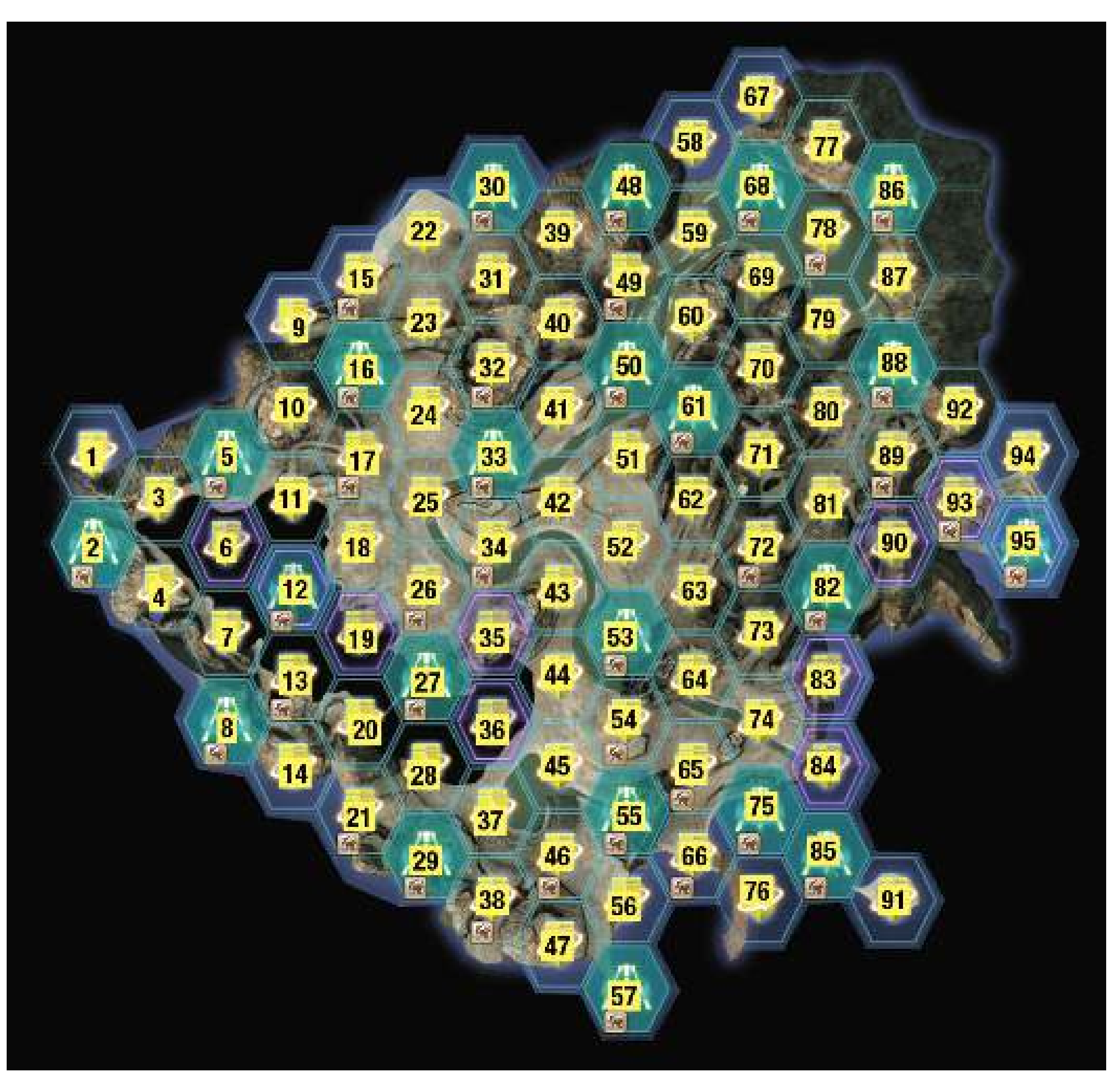


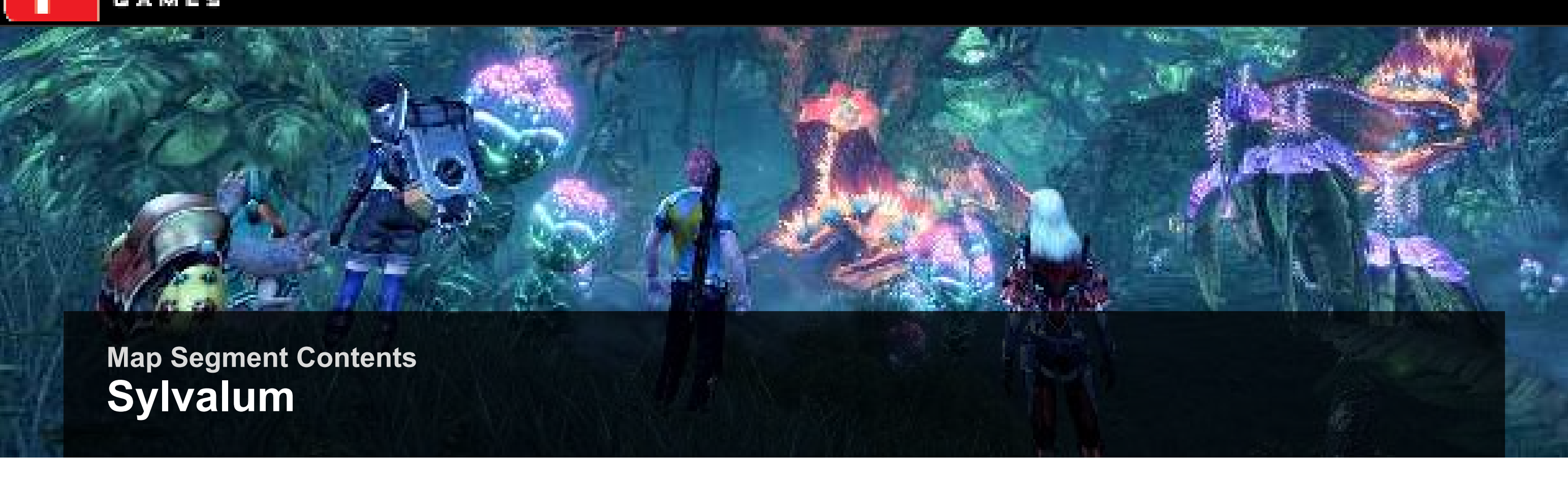
For FrontierNav probe sites, the listed field skill level is what is required for probe placement.

Fast-Travel Points

NO.	LOCATION
2	FN Site 301
5	FN Site 302
8	FN Site 303
12	FN Site 304
13	Mesa Fortress
15	North Coast
16	FN Site 305
17	Twin Arches
21	Scabland Fortress
26	Aaroy Plain
27	FN Site 306
29	FN Site 307
30	FN Site 308
32	Milligan Supply Base
33	FN Site 309
34	Ruins on the Butte
38	Rooney Cavern
46	Leaning Ring
48	FN Site 310
49	Ruins on the Sandbank
50	FN Site 311
53	FN Site 312
54	Barbarich Desert
55	FN Site 313
57	FN Site 314
61	FN Site 315
65	Balance Rock
66	South Coast
68	FN Site 316
72	Central Ibra Ravine
75	FN Site 317
78	Dorian Caravan
82	FN Site 318
85	FN Site 319
86	FN Site 320
88	FN Site 321
89	Sea Whisper Valley
93	Jair Fortress
95	FN Site 322

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 4
2	FrontierNav Probe Site	FN Site 301	Required Field Skill: Mechanical Level 1
3	Tyrant	Melanya, the Sound Sleeper	Subcategory: Suid Appearance Time: Any
4	Normal Mission	Sun'celeg Rises	—
5	FrontierNav Probe Site	FN Site 302	Required Field Skill: Mechanical Level 1
6	Tyrant	Gotthard, the Intimidating	Subcategory: Auravis Appearance Time: Any
7	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 2
8	FrontierNav Probe Site	FN Site 303	Required Field Skill: Mechanical Level 1
9	Treasure	Indigen Nest	Required Field Skill: Biological Level 4
10	Tyrant	Germaine, the Treasure Keeper	Subcategory: Ovis Appearance Time: Any
11	Treasure	Vehicle Wreckage	Required Field Skill: Mechanical Level 2
12	FrontierNav Probe Site	FN Site 304	Required Field Skill: Mechanical Level 5
13	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 2
14	Tyrant	Vendura, the Spellbinder	Subcategory: Prone (Cavern Clan) Appearance Time: Daytime
15	Tyrant	Libra, the Long-lived	Subcategory: Purgovent Appearance Time: Any
16	FrontierNav Probe Site	FN Site 305	Required Field Skill: Mechanical Level 1
17	Tyrant	Jindriska, the Serene	Subcategory: Mortifole Appearance Time: Any
18	Tyrant	Barnabas, the Despot	Subcategory: Vigent Appearance Time: Daytime
19	Normal Mission	A Dish Served Cold	—
20	Treasure	Indigen Nest	Required Field Skill: Biological Level 2
21	Normal Mission	Prone Sweet Prone	—
22	Tyrant	Edgardo, the Carefree	Subcategory: Thallus Appearance Time: Any
23	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
24	Tyrant	Squallo, the Sand Mirer	Subcategory: Sabula Appearance Time: Daytime
25	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 2
26	Affinity Mission	Foggy Dilemma	—
27	FrontierNav Probe Site	FN Site 306	Required Field Skill: Mechanical Level 1
28	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
29	FrontierNav Probe Site	FN Site 307	Required Field Skill: Mechanical Level 3
30	FrontierNav Probe Site	FN Site 308	Required Field Skill: Mechanical Level 2
31	Tyrant	Ro-darm, the Demon Claw	Subcategory: Oc-serv Appearance Time: Any
32	Normal Mission	Slovity's Rampage	—
33	FrontierNav Probe Site	FN Site 309	Required Field Skill: Mechanical Level 2
34	Normal Mission	Mayday	—
35	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 2
36	Tyrant	Hartmut, the Calamity	Subcategory: Millepod Appearance Time: Any
37	Tyrant	Valeriano, the Rolling Thunder	Subcategory: Duoguill Appearance Time: Electromagnetic Storm
38	Affinity Mission	A Friend in Need	—
39	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 4
40	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
41	Tyrant	Ernest, the Contemplative	Subcategory: Progen Appearance Time: Any
42	Tyrant	Celedonio, the Battle-tested	Subcategory: Grex Appearance Time: Any
43	Treasure	Indigen Dung	Required Field Skill: Biological Level 2
44	Tyrant	Vittorio, the Battle-scarred	Subcategory: Tectinsulas Appearance Time: Any
45	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 2
46	Normal Mission	Mighty Mia	—
47	Treasure	Trailer Wreckage	Required Field Skill: Mechanical Level 2
48	FrontierNav Probe Site	FN Site 310	Required Field Skill: Mechanical Level 2
49	Normal Mission	The Duel (Part I)	—
50	FrontierNav Probe Site	FN Site 311	Required Field Skill: Mechanical Level 2
51	Tyrant	Rolf, the Sonorous	Subcategory: Saltat Appearance Time: Any
52	Tyrant	Ludvik, the Picky Eater	Subcategory: Casuari Appearance Time: Daytime
53	FrontierNav Probe Site	FN Site 312	Required Field Skill: Mechanical Level 2
54	Normal Mission	A Grim Undertaking	—
55	FrontierNav Probe Site	FN Site 313	Required Field Skill: Mechanical Level 1
56	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
57	FrontierNav Probe Site	FN Site 314	Required Field Skill: Mechanical Level 3
58	Affinity Mission	The Little Rich Girl	—
59	Tyrant	Elaine, the Lunar Eclipse	Subcategory: Ceto Appearance Time: Nighttime
60	Affinity Mission	A Challenger Approaches	—
61	FrontierNav Probe Site	FN Site 315	Required Field Skill: Mechanical Level 3
62	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 4
63	Affinity Mission	Then and Now	—
64	Tyrant	Eliane, the Unmoved	Subcategory: Mortifole Appearance Time: Any
65	Tyrant	Sviatoslav, the Reproachful	Subcategory: Aprica Appearance Time: Rain
66	Affinity Mission	A Great Divide	—
67	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
68	FrontierNav Probe Site	FN Site 316	Required Field Skill: Mechanical Level 2
69	Tyrant	Ferdinand, the Fortuitous	Subcategory: Mephite Appearance Time: Any
70	Treasure	Indigen Nest	Required Field Skill: Biological Level 4
71	Normal Mission	Bread and a Circus	—
72	Tyrant	Climati, the Chilling Wind	Subcategory: Sylooth Appearance Time: Any
73	Treasure	Indigen Nest	Required Field Skill: Biological Level 5
74	Normal Mission	Shotgun Diplomacy	—
75	FrontierNav Probe Site	FN Site 317	Required Field Skill: Mechanical Level 3
76	Tyrant	Silvestre, the Morning Light	Subcategory: Levitath Appearance Time: Any
77	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 4
78	Normal Mission	Dorian Caravan	—
79	Treasure	Vehicle Wreckage	Required Field Skill: Mechanical Level 4
80	Treasure	Indigen Dung	Required Field Skill: Biological Level 3
81	Tyrant	Feliciano, the All-seeing	Subcategory: Sphinx Appearance Time: Daytime
82	FrontierNav Probe Site	FN Site 318	Required Field Skill: Mechanical Level 2
83	Treasure	Vehicle Wreckage	Required Field Skill: Mechanical Level 3
84	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 3
85	FrontierNav Probe Site	FN Site 319	Required Field Skill: Mechanical Level 2
86	FrontierNav Probe Site	FN Site 320	Required Field Skill: Mechanical Level 3
87	Tyrant	Vilem, the Gold-scaled	Subcategory: Aetrygon Appearance Time: Any
88	FrontierNav Probe Site	FN Site 321	Required Field Skill: Mechanical Level 2
89	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 3
90	Tyrant	Bertrand, the Gorge Scourge	Subcategory: Adsecula Appearance Time: Any
91	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
92	Normal Mission	The Trading Floor	—
93	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
94	Affinity Mission	Spy Games	—
95	FrontierNav Probe Site	FN Site 322	Required Field Skill: Mechanical Level 4



Map Segment Contents

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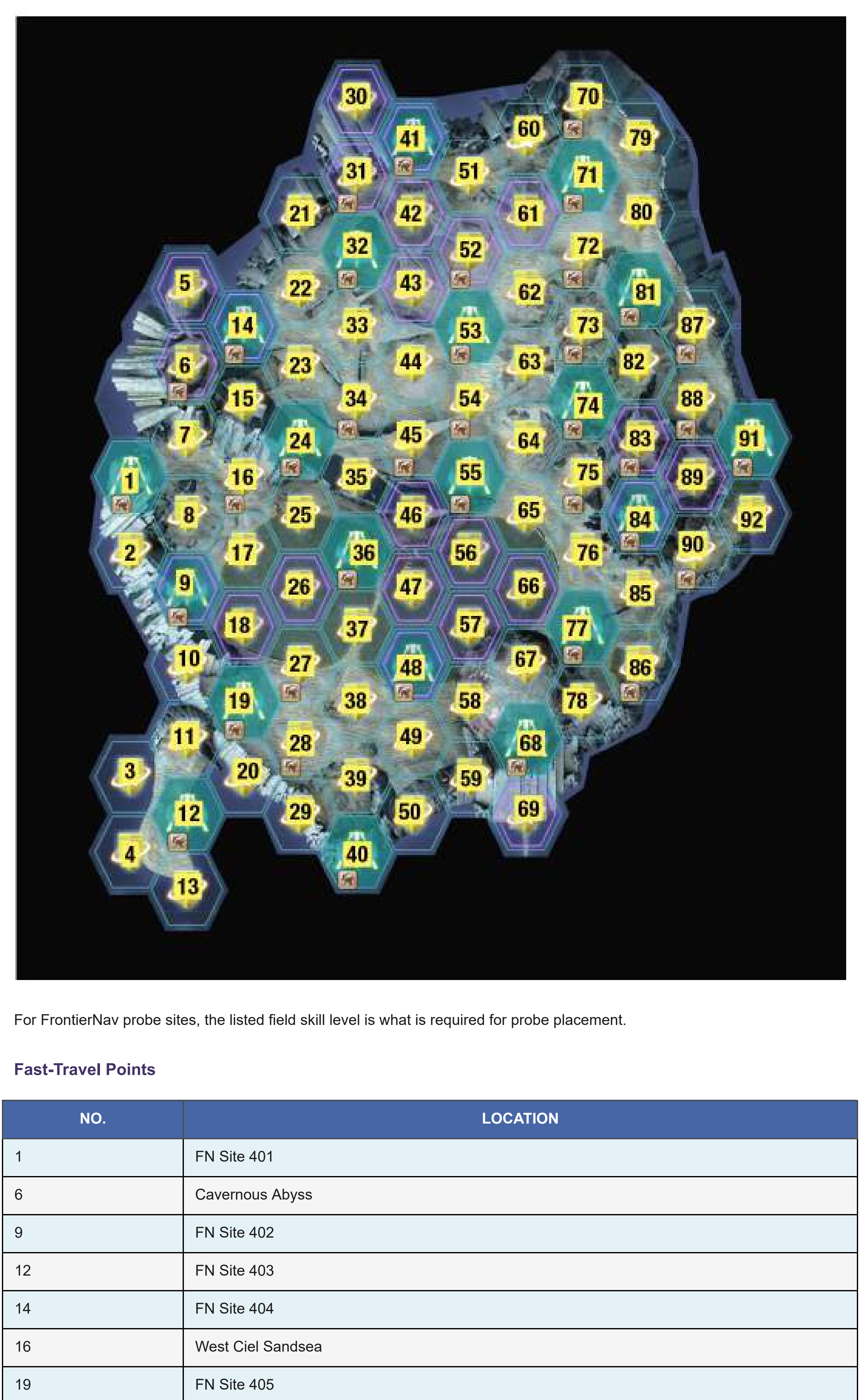


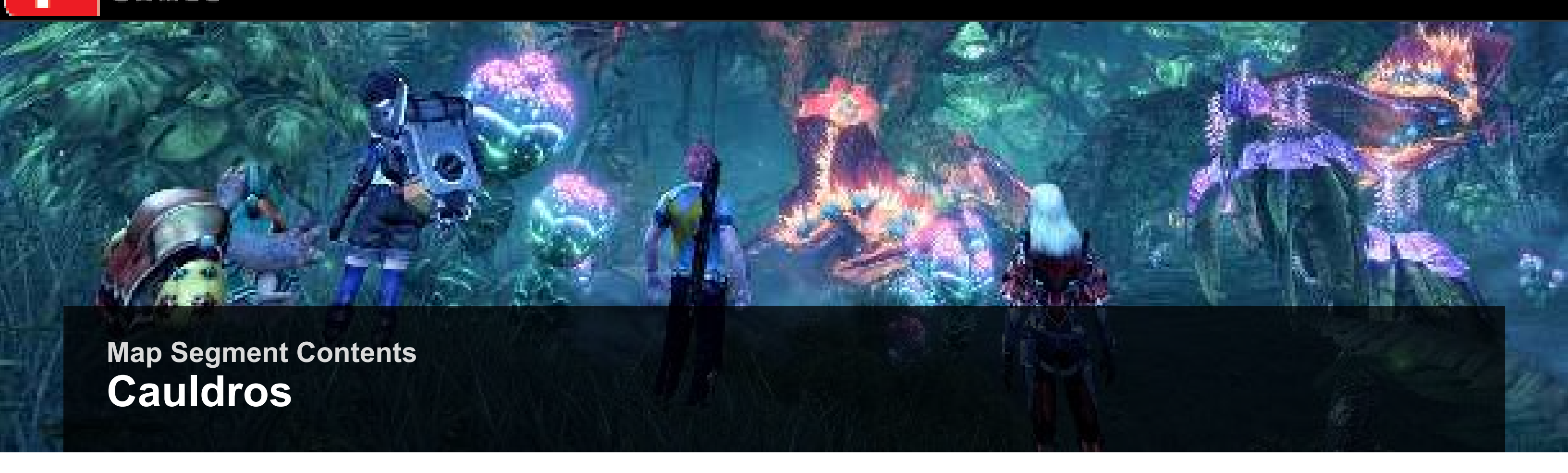
For FrontierNav probe sites, the listed field skill level is what is required for probe placement.

Fast-Travel Points

NO.	LOCATION
1	FN Site 401
6	Cavernous Abyss
9	FN Site 402
12	FN Site 403
14	FN Site 404
16	West Ciel Sandsea
19	FN Site 405
24	FN Site 406
27	South Ciel Sandsea
28	Hilal Meadow
31	Banshee Cave
32	FN Site 407
34	Badr Stonebridge
36	FN Site 408
40	FN Site 409
41	FN Site 410
45	South Cinderdunes
48	FN Site 411
52	Anvil Rock One
53	FN Site 412
54	South Silent Sandsea
55	FN Site 413
68	FN Site 414
70	Cauldros Threshold
71	FN Site 415
72	North Silent Sandsea
73	Delusians North Summit
74	FN Site 416
75	South Hardheart Canyon
77	FN Site 417
81	FN Site 418
83	Delusians South Summit
84	FN Site 419
86	Cleansing Spring
87	Northern Searoad
88	North Hardheart Canyon
90	Southern Searoad
91	FN Site 420

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	FrontierNav Probe Site	FN Site 401	Required Field Skill: Mechanical Level 2
2	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
3	Tyrant	Yune, the Ambusher	Subcategory: Visigel Appearance Time: Rarely
4	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 3
5	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 5
6	Tyrant	Behemoth, the Netherdweller	Subcategory: Virago Appearance Time: Rarely
7	Normal Mission	Lesson from the Grave	—
8	Normal Mission	Predator and Prey	—
9	FrontierNav Probe Site	FN Site 402	Required Field Skill: Mechanical Level 3
10	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 2
11	Affinity Mission	Bottoms Up	—
12	FrontierNav Probe Site	FN Site 403	Required Field Skill: Mechanical Level 1
13	Tyrant	Stola, the Champion	Subcategory: Liceor Appearance Time: Crimson Auroras
14	FrontierNav Probe Site	FN Site 404	Required Field Skill: Mechanical Level 5
15	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
16	Tyrant	Alexei, the Jade	Subcategory: Monoceros Appearance Time: Any
17	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 4
18	Normal Mission	Castle in the Sky	—
19	FrontierNav Probe Site	FN Site 405	Required Field Skill: Mechanical Level 1
20	Tyrant	Florence, the Hell Maggot	Subcategory: Germivore Appearance Time: Nighttime
21	Tyrant	Antara, the Water Diviner	Subcategory: Arenatect Appearance Time: Any
22	Treasure	Alien Container	Required Field Skill: Archaeological Level 3
23	Normal Mission	Plans of Attack	—
24	FrontierNav Probe Site	FN Site 406	Required Field Skill: Mechanical Level 3
25	Tyrant	Radovan, the Sky Baron	Subcategory: Jacul Appearance Time: Daytime
26	Tyrant	Laurencio, the Fog Bow	Subcategory: Filiavent Appearance Time: Any
27	Tyrant	Asana, the Azure Star	Subcategory: Cervus Appearance Time: Any
28	Normal Mission	The Line of Fire	—
29	Tyrant	Damaged Zig	Subcategory: Zig Appearance Time: Any
30	Normal Mission	Unknown Assailant	—
31	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 5
32	FrontierNav Probe Site	FN Site 407	Required Field Skill: Mechanical Level 3
33	Tyrant	Candelario, the Bronze	Subcategory: Petramand Appearance Time: Any
34	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
35	Affinity Mission	Soldier of the Harriers	—
36	FrontierNav Probe Site	FN Site 408	Required Field Skill: Mechanical Level 1
37	Normal Mission	Hair Apparent	Clearing out the stray potamus was only the start of one funny episode…
38	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 3
39	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
40	FrontierNav Probe Site	FN Site 409	Required Field Skill: Mechanical Level 3
41	FrontierNav Probe Site	FN Site 410	Required Field Skill: Mechanical Level 4
42	Tyrant	Luxaar’s Xern	Subcategory: Xern Appearance Time: Any
43	Treasure	Patrol Chopper Wreckage	Required Field Skill: Archaeological Level 5
44	Normal Mission	Law and Orders	—
45	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 3
46	Affinity Mission	Serial Thriller	—
47	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 5
48	FrontierNav Probe Site	FN Site 411	Required Field Skill: Mechanical Level 4
49	Normal Mission	It’s-a Mia!	—
50	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 3
51	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 4
52	Normal Mission	Good Fortun	—
53	FrontierNav Probe Site	FN Site 412	Required Field Skill: Mechanical Level 3
54	Tyrant	Gesserith, the Wileworm	Subcategory: Sabula Appearance Time: When Atreides, the Distinguished is present.
55	FrontierNav Probe Site	FN Site 413	Required Field Skill: Mechanical Level 3
56	Tyrant	Ramus, the Supersonic	Subcategory: Aetrygon Appearance Time: Any
57	Tyrant	Ignit, the Ultimate Chaos	Subcategory: Coronid Appearance Time: Crimson Auroras
58	Tyrant	Lockhart, the Killer of Hope	Subcategory: Vivohast Appearance Time: Rarely
59	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 3
60	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 4
61	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 4
62	Treasure	Skell Wreckage	Required Field Skill: Mechanical Level 3
63	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 3
64	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 4
65	Tyrant	Man’an, the Water Whisperer	Subcategory: Arenatect Appearance Time: Any
66	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 4
67	Tyrant	Thaddaeus, the Ultramafic	Subcategory: Cinicula Appearance Time: Any
68	FrontierNav Probe Site	FN Site 414	Required Field Skill: Mechanical Level 2
69	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
70	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 2
71	FrontierNav Probe Site	FN Site 415	Required Field Skill: Mechanical Level 3
72	Normal Mission	Special Delivery	—
73	Normal Mission	The Duel (Part III)	—
74	FrontierNavProbe Site	FN Site 416	Required Field Skill: Mechanical Level 3
75	Affinity Mission	Brotherly Love	—
76	Tyrant	Sadar’s Qmoeva	Subcategory: Qmoeva Appearance Time: Daytime
77	FrontierNav Probe Site	FN Site 417	—
78	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 4
79	Normal Mission	Leaving the Nest	—
80	Tyrant	Clara, the Pure White	Subcategory: Ovis Appearance Time: Any
81	FrontierNav Probe Site	FN Site 418	Required Field Skill: Mechanical Level 2
82	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
83	Normal Mission	Orphean Pluck	—
84	FrontierNav Probe Site	FN Site 419	Required Field Skill: Mechanical Level 5
85	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 2
86	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 3
87	Treasure	Strange Petrified Tree	Required Field Skill: Biological Level 4
88	Treasure	Alien Container	Required Field Skill: Archaeological Level 4
89	Normal Mission	The Sword of Legendaryness	—
90	Treasure	Alien Container	Required Field Skill: Archaeological Level 2
91	FrontierNav Probe Site	FN Site 420	Required Field Skill: Mechanical Level 2
92	Tyrant	Oc-serv, the Ancient	Subcategory: Oc-serv Appearance Time: Any



Map Segment Contents

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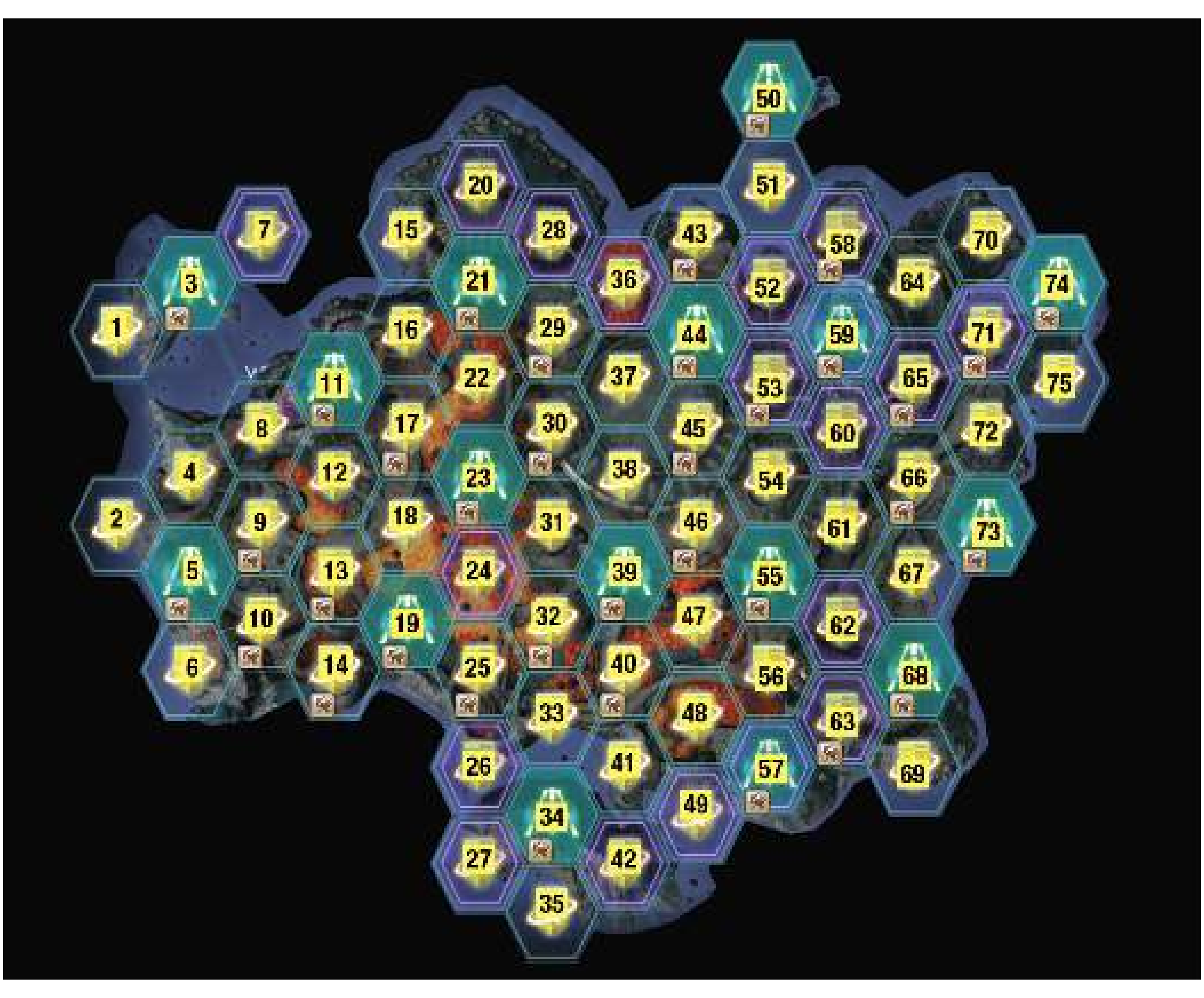


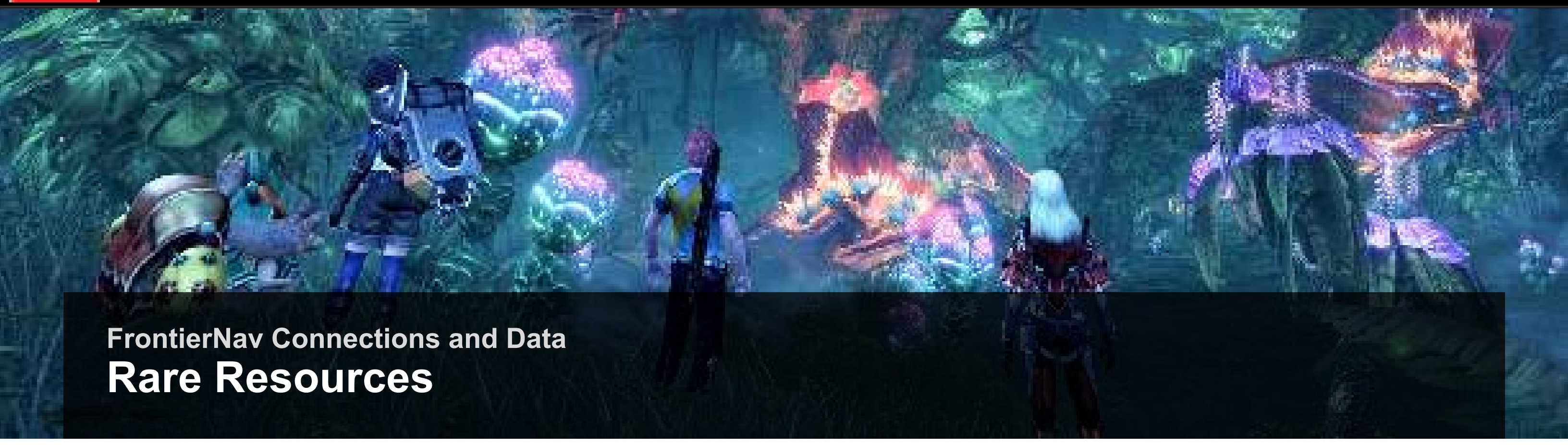
For FrontierNav probe sites, the listed field skill level is what is required for probe placement.

Fast-Travel Points

NO.	LOCATION
3	FN Site 501
5	FN Site 502
9	Drongo Caravan
10	Ancient Warscape
11	FN Site 503
13	Titan’s Table
14	Wildcat Fortress
17	Emerian Battlegrounds
19	FN Site 504
21	FN Site 505
23	FN Site 506
25	Adder Byroad
29	Ruined City of O’rrh Sim
30	O’rrh Sim Gate
32	Dragonbone Promontory
34	FN Site 507
39	FN Site 508
40	Sunset Falls
43	Abandoned Bivouac
44	FN Site 509
45	O’rrh Sim Watchtowers
46	O’rrh Sim Capital Remains
50	FN Site 510
53	Capital Wreckage
55	FN Site 511
57	FN Site 512
58	Bestial Utopia
59	FN Site 513
63	Kw’arah Villa
65	Mount M’gando
66	M’gando Gorge
68	FN Site 514
71	Old Ceremonial Hollow
73	FN Site 515
74	FN Site 516

Segment Details

NO.	TYPE	CONTENT	ACCESS REQUIREMENTS/NOTES
1	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 1
2	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 2
3	FrontierNav Probe Site	FN Site 501	Required Field Skill: Mechanical Level 1
4	Normal Mission	Supplies Surprise	—
5	FrontierNav Probe Site	FN Site 502	Required Field Skill: Mechanical Level 1
6	Treasure	Indigen Nest	Required Field Skill: Biological Level 1
7	Treasure	Indigen Nest	Required Field Skill: Biological Level 5
8	Normal Mission	Gorkwa Games	—
9	Normal Mission	Sparking a Smile	—
10	Normal Mission	Slovity’s Revenge	—
11	FrontierNav Probe Site	FN Site 503	Required Field Skill: Mechanical Level 2
12	Treasure	Lifepod	Required Field Skill: Mechanical Level 2
13	Tyrant	Kringe, the Hunting Arrow	Subcategory: Caro Appearance Time: Any
14	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 2
15	Treasure	White Whale Debris	Required Field Skill: Mechanical Level 2
16	Normal Mission	The Bodyguard	—
17	Normal Mission	My Angel, My Lana	—
18	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 2
19	FrontierNav Probe Site	FN Site 504	Required Field Skill: Mechanical Level 2
20	Normal Mission	Definian Downfall	—
21	FrontierNav Probe Site	FN Site 505	Required Field Skill: Mechanical Level 2
22	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 2
23	FrontierNav Probe Site	FN Site 506	Required Field Skill: Mechanical Level 3
24	Tyrant	Coil, the Never-ending	Subcategory: Scintimure Appearance Time: Electromagnetic Storm
25	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 2
26	Tyrant	Prinsipe, the Ravenous	Subcategory: Blatta Appearance Time: Nighttime
27	Normal Mission	The Old Gods	—
28	Normal Mission	Mia Is Missing!	—
29	Normal Mission	The Duel (Part IV)	—
30	Tyrant	Chantai’s Galdr	Subcategory: Galdr Appearance Time: Daytime
31	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 3
32	Affinity Mission	To Serve Nopon	—
33	Normal Mission	Rites of Ruin	—
34	FrontierNav Probe Site	FN Site 507	Required Field Skill: Mechanical Level 3
35	Normal Mission	Black Lifehold	—
36	Tyrant	Eisen, the Ebon Rock	Subcategory: Petramand Appearance Time: Nighttime
37	Treasure	Alien Container	Required Field Skill: Archaeological Level 2
38	Affinity Mission	Lionhearted	—
39	FrontierNav Probe Site	FN Site 508	Required Field Skill: Mechanical Level 2
40	Tyrant	Pelicollo, the Panzer	Subcategory: Caecus Appearance Time: Any
41	Treasure	Alien Container	Required Field Skill: Archaeological Level 3
42	Treasure	Lifepod	Required Field Skill: Mechanical Level 3
43	Tyrant	Chantai, the Insect Maiden	Subcategory: Milsaadi Appearance Time: Nighttime
44	FrontierNav Probe Site	FN Site 509	Required Field Skill: Mechanical Level 2
45	Tyrant	Armored Cruiser Seidr	Subcategory: Seidr Appearance Time: Daytime
46	Tyrant	Duran, the Draconian	Subcategory: Marnuck Appearance Time: Outside Nighttime
47	Tyrant	Ilithios, the Enlightened	Subcategory: Gularth Appearance Time: Anytime (except flaming hail)
48	Treasure	Lifepod	Required Field Skill: Mechanical Level 3
49	Treasure	Lifepod	Required Field Skill: Mechanical Level 2
50	FrontierNav Probe Site	FN Site 510	Required Field Skill: Mechanical Level 3
51	Affinity Mission	A Present for Hope	—
52	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 2
53	Treasure	Indigen Nest	Required Field Skill: Biological Level 2
54	Treasure	Alien Container	Required Field Skill: Archaeological Level 2
55	FrontierNav Probe Site	FN Site 511	Required Field Skill: Mechanical Level 2
56	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 2
57	FrontierNav Probe Site	FN Site 512	Required Field Skill: Mechanical Level 4
58	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 2
59	FrontierNav Probe Site	FN Site 513	Required Field Skill: Mechanical Level 4
60	Tyrant	Terenty, the Blademaster	Subcategory: Ictus Appearance Time: Any
61	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 2
62	Normal Mission	Until the End	—
63	Tyrant	Gi-zho, the Iron Deity	Subcategory: Xe-dom Appearance Time: Any
64	Tyrant	Jia Mian, the Beloved	Subcategory: Jacul Appearance Time: Any
65	Normal Mission	The Queen Is Dead	—
66	Tyrant	Sharnaak, the Technician	Subcategory: Milsaadi Appearance Time: Nighttime
67	Normal Mission	Alex’s Last Stand	—
68	FrontierNav Probe Site	FN Site 514	Required Field Skill: Mechanical Level 3
69	Treasure	Patrol Chopper Wreckage	Required Field Skill: Mechanical Level 4
70	Normal Mission	The Unbreakable Sword	—
71	Treasure	Alien Reliquary	Required Field Skill: Archaeological Level 4
72	Treasure	Alien Wreckage	Required Field Skill: Archaeological Level 2
73	FrontierNav Probe Site	FN Site 515	Required Field Skill: Mechanical Level 3
74	FrontierNav Probe Site	FN Site 516	Required Field Skill: Mechanical Level 1
75	Treasure	Indigen Nest	Required Field Skill: Biological Level 3



FrontierNav Connections and Data

Rare Resources

Rare resources can be mined by placing a FrontierNav probe in a location that contains that resource. See the Primer chapter for more information.

ICON	NAME	SELL PRICE	DESCRIPTION
	Arc Sand Ore	100	An extremely fine mineral that feels more like flour than sand.
	Aurorite	100	A translucent, cobalt-blue crystal that refracts light into a beautiful aurora.
	Boiled-Egg Ore	750	This ore is white on the surface and orange on the inside—hence the name. When cut, it gives off a golden shimmer before turning white.
	Bonjelium	3,000	A mineral found in the dung of small Miran wildlife. Highly toxic, it would likely prove instantly fatal were a human to ingest it.
	Cimmerian Cinnabar	2,000	An ore that works well as a pigment, similar to the cinnabar found on Earth. It absorbs certain EM waves, making it particularly useful in stealth technologies.
	Dawnstone	1,750	The first precious resource discovered by humans on Mira. Named as such to present the light of hope its finders sought in a time of adversity.
	Enduron Lead	100	A mineral that is extremely difficult to process with human technology. Nearly unbreakable, it also boasts high elasticity and diamond-like hardness.
	Everfreeze Ore	100	Once cooled, this ore maintains a low temperature for a very long time. Due to this unique property, its use as a superconductor is being investigated.
	Foucaultium	500	An ore named after mineralogist Boris Foucault, whose mineral analysis technique made a significant contribution to the development of science on Earth.
	Infernium	200	When electric stimulation is applied, this ore instantly heats to 30 million degrees Celsius. Some scientists theorize it could be made to reach even 50 million degrees.
	Lionbone Bort	200	Extremely strong but deceptively light due to its internal hollows. Prized as a load-bearing industrial material.
	Marine Rutile	1,500	An underwater radioactive needle crystal. Nicknamed “the sea urchin” by the scientists who study it, mostly due to its distinctive shape.
	Ouroboros Crystal	2,250	A crystal with a molecular structure that resembles tail-devouring snakes. These beautifully pure crystals have appeared on the market as high-end jewelry.
	Parhelion Platinum	2,500	A metal that contains a subtle, complex roughness on its surface that scatters light. It’s very beautiful, but looking at it for too long can be dazzling, making one feel ill.
	White Cometite	100	An ore with conductivity that changes in cycles thought to last nearly 70 years. A number of possible uses are currently being researched.

FrontierNav Connections and Data

FrontierNav Site Data

Data at a Glance

Production: Refers to the potential amount of miranium that can be mined from the segment where the probe is placed.

Revenue: Indicates how many credits the segment can potentially generate after the probe is placed.

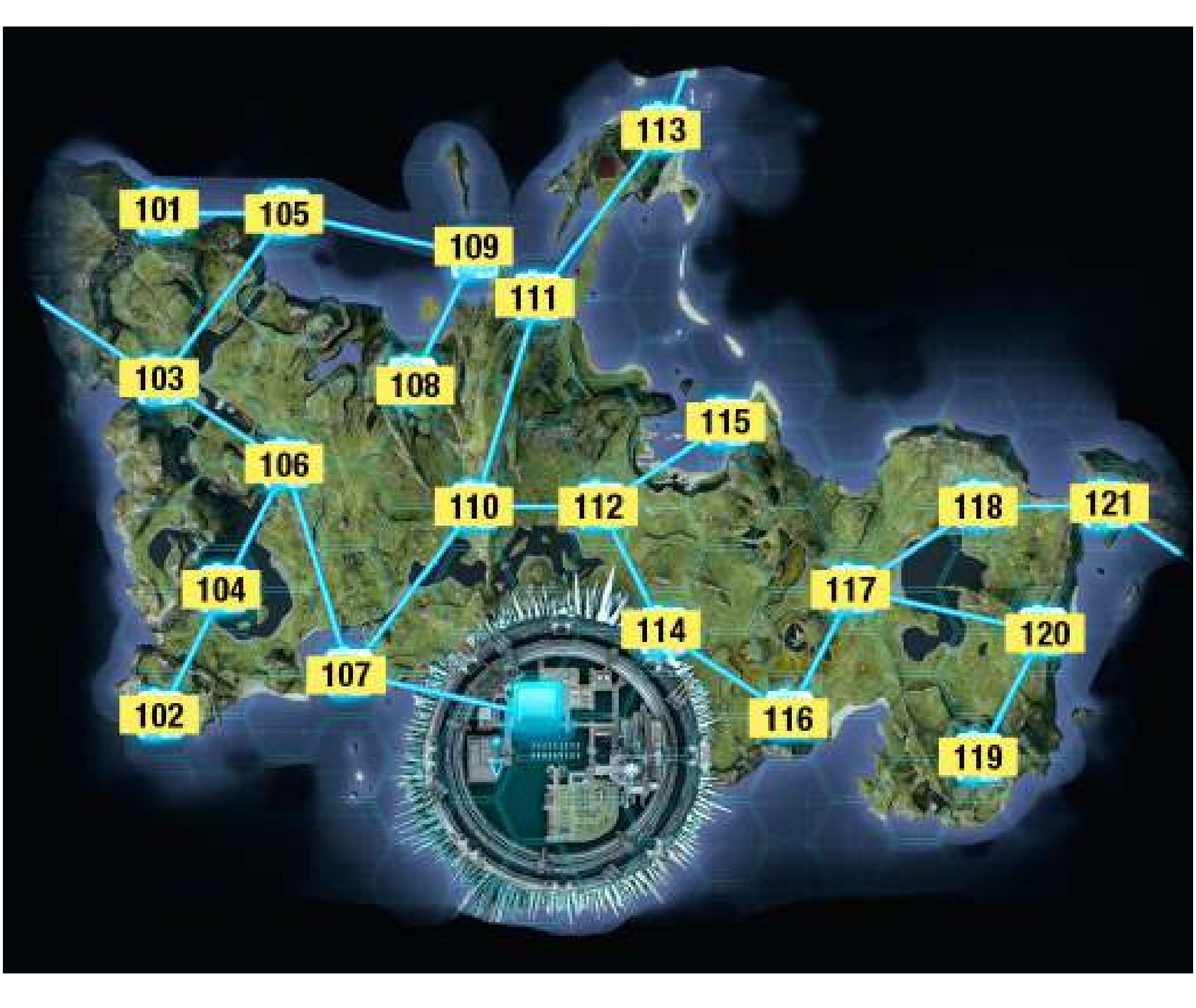
Combat Support: How effective a battle probe will potentially be while it is placed in the segment.

In increasing order, ratings go F > E > D > C > B > A > S, with F being the lowest potential for the segment and S being the highest.

Sightseeing Spots Found: This indicates the number of sightseeing spots that can be discovered within the segment where the probe is placed.

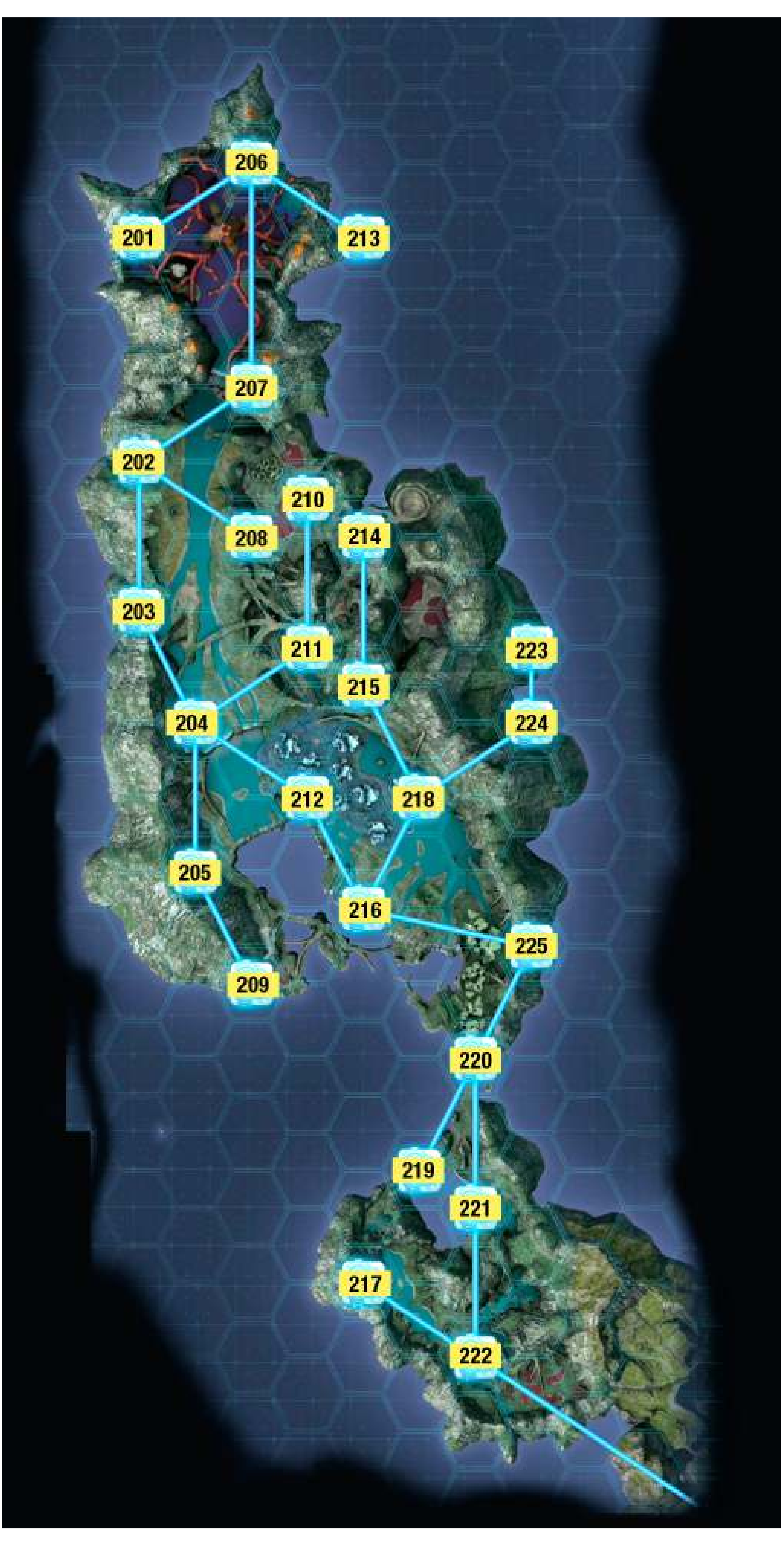
Mineable Rare Resources: Any rare resources that can be mined when the probe is placed in the listed segment are mentioned here. Refer to the Rare Resources chart.

Primordia



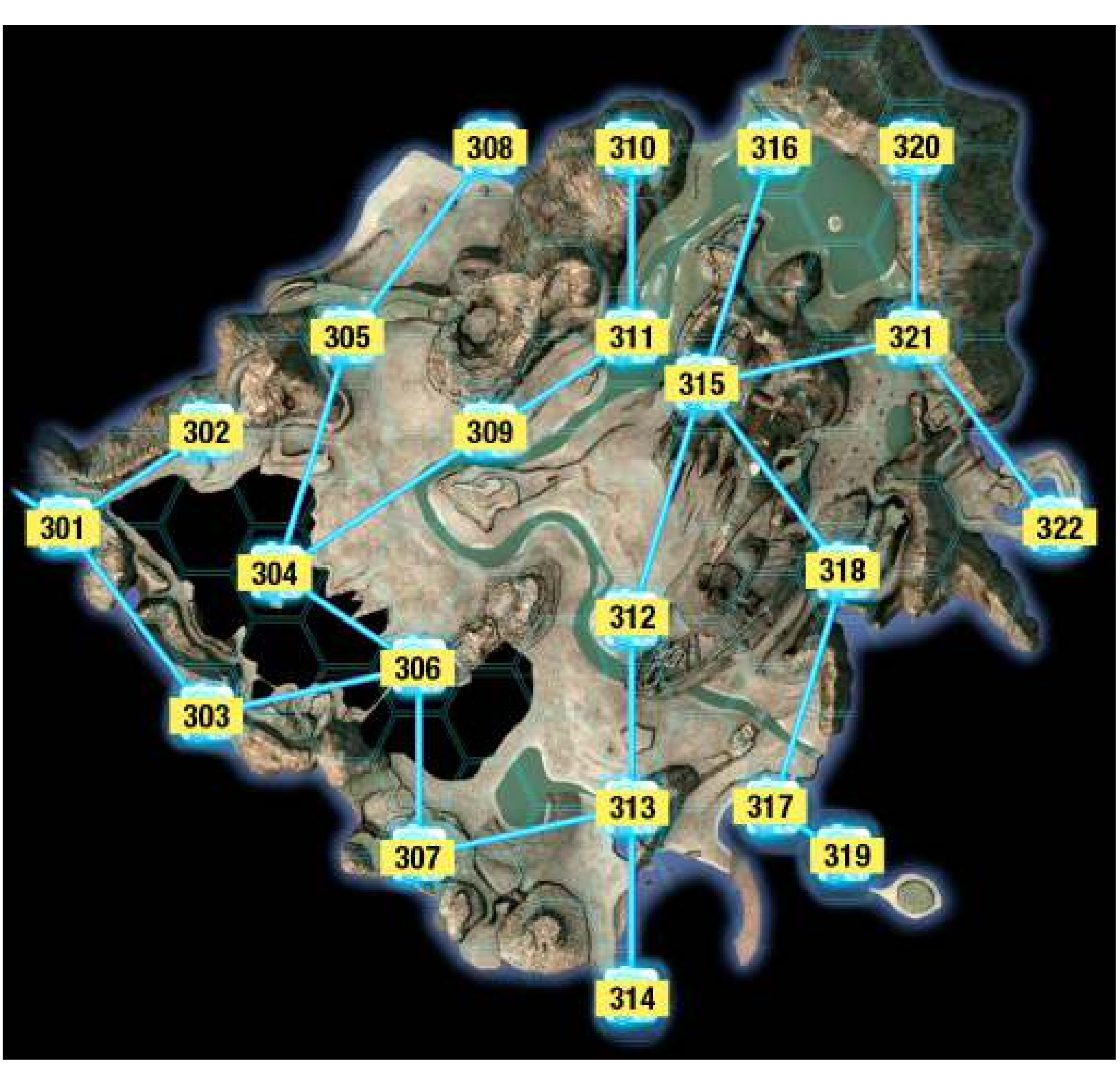
FN SITE NO.	PRODUCTION	REVENUE	COMBAT SUPPORT	SIGHTSEEING SPOTS	MINEABLE RESOURCES
101	C	A	S	1	None
102	C	F	B	0	None
103	C	E	A	1	None
104	C	A	B	1	None
105	A	F	B	0	None
106	B	E	B	1	None
107	A	F	B	0	None
108	C	F	B	0	Aurorite Arc Sand Ore Foucaultium
109	C	D	B	0	Foucaultium Dawnstone Lionbone Bort
110	C	E	B	1	Aurorite Arc Sand Ore White Cometite Dawnstone
111	C	F	B	0	Foucaultium
112	A	F	A	0	None
113	C	C	B	0	None
114	C	E	B	0	None
115	C	D	B	0	Arc Sand Ore White Cometite Lionbone Bort
116	A	D	B	0	None
117	A	D	A	1	None
118	C	E	B	0	Aurorite White Cometite Dawnstone
119	C	E	B	0	None
120	B	B	B	0	None
121	A	E	B	0	None

Noctilum



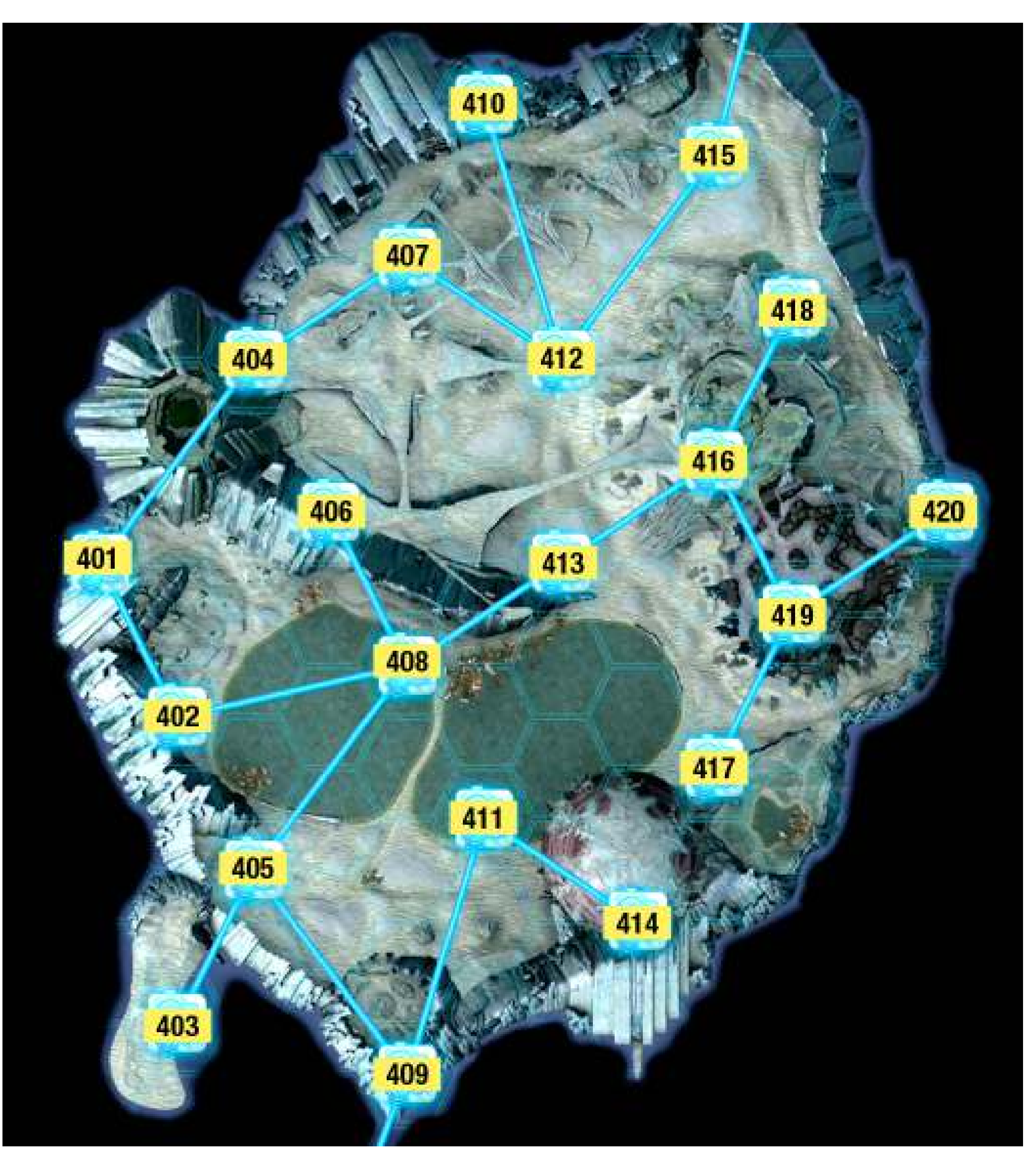
FN SITE NO.	PRODUCTION	REVENUE	COMBAT SUPPORT	SIGHTSEEING SPOTS	MINEABLE RESOURCES
201	C	B	S	0	None
202	C	C	B	0	Cimmerian Cinnabar Everfreeze Ore
203	C	A	B	0	Cimmerian Cinnabar
204	A	C	B	0	None
205	A	F	B	0	None
206	B	A	S	0	None
207	C	C	B	0	Infernium White Cometite Cimmerian Cinnabar Foucaultium
208	B	D	B	0	Foucaultium
209	C	F	B	0	None
210	B	D	B	0	None
211	A	D	B	0	None
212	B	E	B	0	Aurorite Enduron Lead Cometite
213	C	A	B	1	None
214	C	D	B	2	None
215	C	D	B	0	Aurorite Enduron Lead Everfreeze Ore Foucaultium
216	C	A	A	1	None
217	C	C	B	0	Aurorite Infernium Cimmerian Cinnabar
218	C	E	B	0	Aurorite Enduron Lead White Cometite
219	C	E	B	0	EnduronLead White Cometite
220	C	C	A	1	Infernium Everfreeze Ore
221	C	E	B	2	None
222	C	D	B	1	None
223	C	F	B	1	None
224	C	A	B	0	None
225	C	A	B	1	None

Oblivia



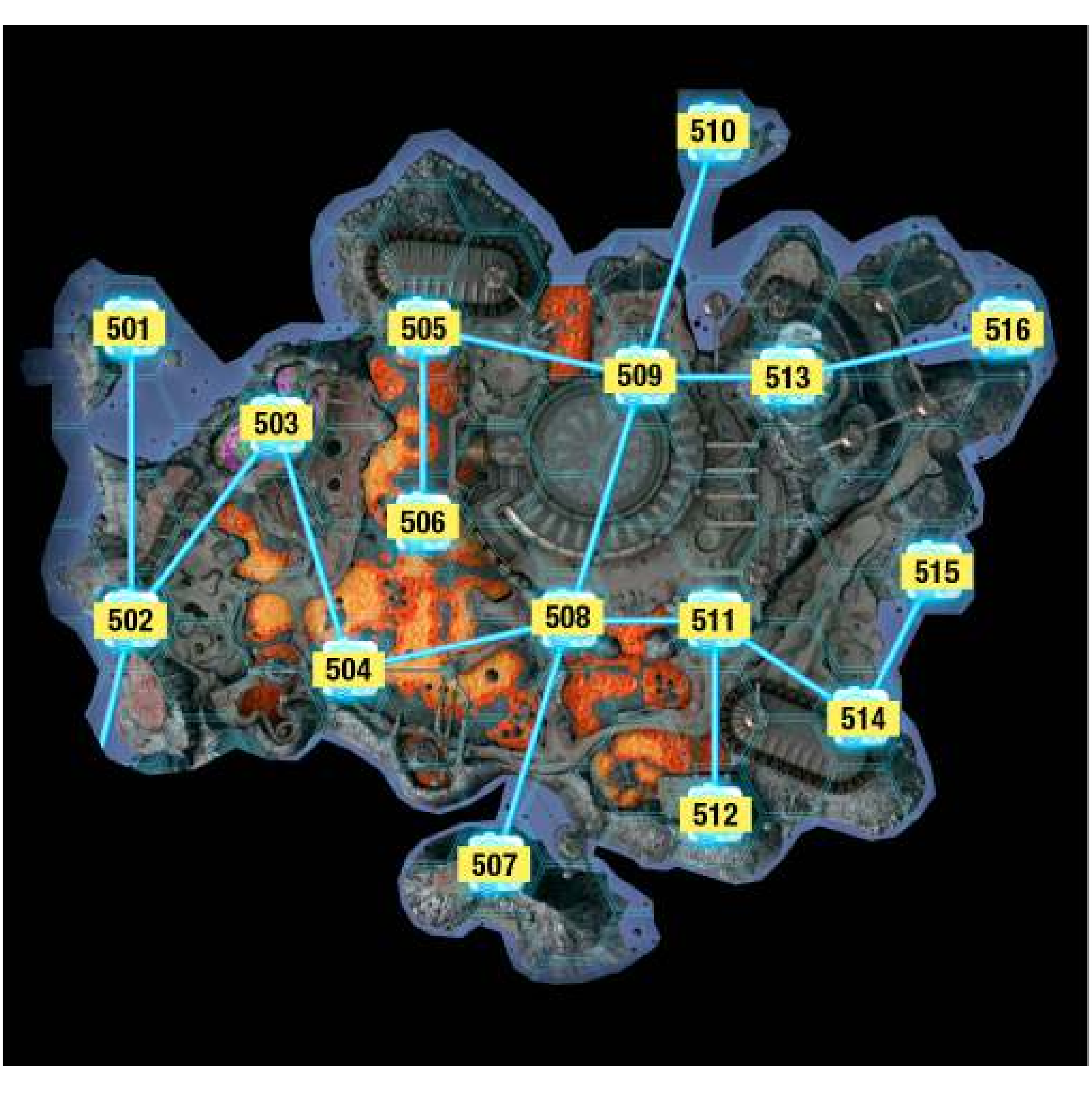
FN SITE NO.	PRODUCTION	REVENUE	COMBAT SUPPORT	SIGHTSEEING SPOTS	MINEABLE RESOURCES
301	B	D	B	0	Infernium Arc Sand Ore Lionbone Bort
302	C	E	B	0	None
303	C	E	B	0	Aurorite White Cometite
304	B	A	S	0	None
305	C	E	B	0	Aurorite Arc Sand Ore Enduron Lead
306	C	D	B	1	None
307	C	B	B	0	Infernium Arc Sand Ore Enduron Lead White Cometite
308	B	C	A	0	Ouroboros Crystal
309	C	C	B	0	Enduron Lead Ouroboros Crystal
310	C	A	B	0	None
311	C	B	B	0	None
312	C	D	B	0	Infernium Boiled-Egg Ore Lionbone Bort
313	C	E	A	2	None
314	C	B	S	0	None
315	A	A	B	2	None
316	C	D	B	0	None
317	C	A	B	1	None
318	C	B	B	2	Boiled-Egg Ore White Cometite Lionbone Bort
319	C	D	B	1	Infernium Boiled-Egg Ore
320	C	B	B	0	Aurorite Ouroboros Crystal
321	A	D	A	0	None
322	A	A	B	0	None

Sylvalum

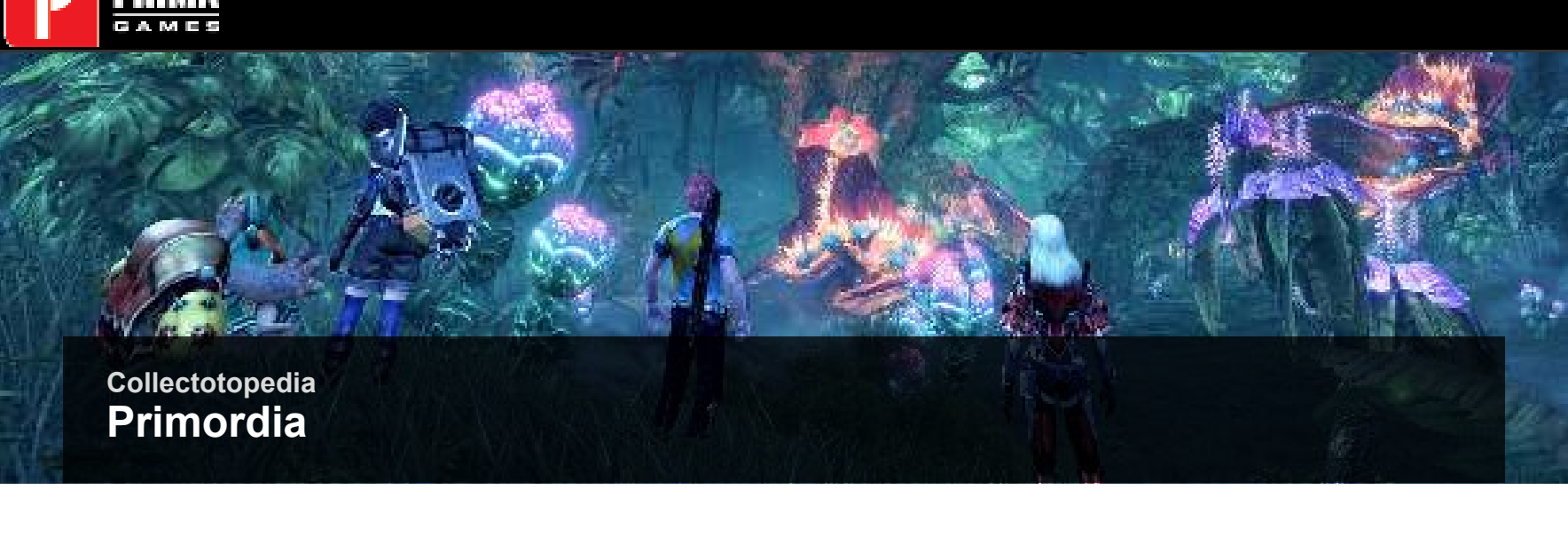


FN SITE NO.	PRODUCTION	REVENUE	COMBAT SUPPORT	SIGHTSEEING SPOTS	MINEABLE RESOURCES
401	C	B	B	0	Parhelion Platinum
402	A	B	B	0	None
403	A	C	S	0	None
404	B	A	S	1	None
405	A	E	A	0	Arc Sand Ore
406	C	B	B	0	None
407	A	B	B	0	None
408	B	D	B	1	Aurorite Arc Sand Ore Everfreeze Ore
409	B	A	B	0	None
410	C	A	B	1	None
411	A	A	S	0	None
412	A	B	A	0	None
413	C	A	B	1	None
414	C	B	B	2	Parhelion Platinum Marine Rutile
415	C	A	B	0	None
416	C	B	B	0	None
417	B	D	B	0	Everfreeze Ore Boiled-Egg Ore
418	C	C	B	0	Parhelion Platinum Arc Sand Ore Everfreeze Ore Boiled-Egg Ore Marine Rutile
419	C	A	S	1	None
420	B	C	B	0	None

Cauldros



FN SITE NO.	PRODUCTION	REVENUE	COMBAT SUPPORT	SIGHTSEEING SPOTS	MINEABLE RESOURCES
501	B	F	B	0	Arc Sand Ore
502	A	C	B	1	Bonjelium
503	C	D	B	1	Enduron Lead
504	C	C	B	0	Arc Sand Ore Enduron Lead Marine Rutile Bonjelium
505	C	B	B	2	None
506	C	B	B	1	Bonjelium Arc Sand Ore
507	C	A	B	1	Bonjelium
508	A	B	S	1	Enduron Lead Marine Rutile
509	A	A	A	0	None
510	C	B	B	0	Bonjelium
511	A	C	A	0	Bonjelium
512	C	A	S	0	None
513	C	A	B	2	None
514	C	A	B	1	None
515	C	B	S	0	None
516	B	E	B	0	None



Region Complete Reward: Booster Probe G2

Vegetables

Row Complete Reward: Knife Series

AJIRA MELON	
Type	Common
Sell Price	100
Lucky Panel	

A gourd-like vegetable encased in a black rind. The spongy, white insides have no taste at all, and are mostly used as a source of various vitamins.

LACEY POTATO	
Type	Common
Sell Price	100

A teardrop-shaped potato found in Primordia. Extremely bitter, it's unsuited for direct use in food, but is often used as a source of protein in processed foods.

SADELANA LETTUCE	
Type	Rare
Sell Price	200

A heat-emitting lettuce whose flickering leaves resemble the sun. Oddly prone to self-combustion, it can only be found on rainy days.

MOSA CABBAGE	
Type	Rare
Sell Price	200

Its fine strands make a furball shape, while its colorful hue promises a taste far more exotic than the humble cabbage it resembles.

KEPPO CARROT	
Type	Unique
Sell Price	300

A carrot that splits into eight roots. Seven of these are ultra sweet, while the remaining one takes on a bitterness that makes even the most stoic eyes water.

AMIDRESIAN TOMATO	
Type	Prime
Sell Price	400

A tomato that is able to hold impressive amounts of water. It appears only on rainy days, when its juicy flesh is enjoyed by many local indigens.

Fruits

Row Complete Reward: Gemels Series

CRANJELLY	
Type	Common
Sell Price	100

Its transparent skin encases a jelly-like granulated fruit. The juice may be sweet, but it is also extremely sticky and a real chore to clean. Handle with care!

ROCK-ORANGE	
Type	Common
Sell Price	100
Lucky Panel	

An orange easily mistaken for a rock. It may have a soft and sumptuous taste, but many find it hard to look past its rather unappealing appearance.

STRAWLENNY	
Type	Common
Sell Price	100

A fruit that looks like a burdock, but tastes like a strawberry. It usually undergoes processing into a strawberry form in order to please a picky public.

STARLIGHT APPLE	
Type	Rare
Sell Price	200

Beneath the black skin lies a seed that sparkles like a star, but also finds itself primed to go supernova. Sadly, removing the seed causes the fruit to lose its trademark glow.

MONDCHERRY	
Type	Rare
Sell Price	200

Ingestion may cause feelings of euphoria, with side effects including chest thumping and shrieks of joy. However, its intense spice should be taken into consideration.

SONAR LEMON	
Type	Unique
Sell Price	300

An ultrasonic lemon whose calls are out of human hearing range. Miran natives who pick up on its wails can often be found desperately seeking out the source.

Flora

Row Complete Reward: Sakuraba Medium (Male)

ZESIAN FLEAWORT	
Type	Common
Sell Price	100

A grass that immediately regenerates upon being cut. If chopped, each piece will grow into yet more grass, making incineration the only proven method of disposal.

NORANLILY	
Type	Common
Sell Price	100

A white lily that, when bathed in the light of the moon, emits a faint golden glow. Drawn towards its bloom, many types of insect are often found around its flower.

SWEET NERINE	
Type	Rare
Sell Price	200

A flower that blooms only for a single fleeting moment each day before shying away come nightfall. Its color is truly magnificent for those lucky enough to witness it.

KIRAN CATNIP	
Type	Rare
Sell Price	200

An alluring type of grass that has the power to entrance more than just felines. Its potent aroma attracts all manner of wildlife from miles around.

DOGA DANDELION	
Type	Unique
Sell Price	300
Lucky Panel	

This dandelion fires its seed at nearby wildlife, whereupon the seeds feed parasitically on their host. Accordingly, the life of the host is rarely long.

SONA HERB	
Type	Unique
Sell Price	300

An herb with a sweet, fresh, and relaxing aroma. Even the most lively of creatures is said to be calmed by the scent.

GARUDO PELLIONIA MINIMA	
Type	Prime
Sell Price	400

Although this plant grows throughout the land, its large seed often sprouts in narrow crevices, resulting in it becoming blocked off. It's considered an endangered species as a result.

NIRVANA JONQUIL	
Type	Prime
Sell Price	400

A white flower with a modest bloom. Its height is unremarkable, as is its appearance. Yet once uprooted, it shines with an almost divine light.

Fauna

Row Complete Reward: Dual Guns Series

RIZATTICE	
Type	Common
Sell Price	100

Similar in appearance to a lizard—but almost completely desiccated due to an inability to store moisture. As such, it tends to hunt prey with high water content.

COALETRI	
Type	Common
Sell Price	100

A small, sleepy, koala-like animal with a number of wings on its back. These would be more useful if the animal wasn't so lazy.

GRINDING SQUIRREL	
Type	Common
Sell Price	100

A squirrel-like creature that uses extremely sharp teeth to carve a home in caves. If you venture into their lair, you're bound to come across their fearsome leader.

CRAWLING BAT	
Type	Rare
Sell Price	200

A giant quadruped bat that uses its non-functional wings to pull its way along the ground in search of food. Vulnerable in the dark, it tends to rest only in well-lit areas.

GOLDEN SARDINE	
Type	Unique
Sell Price	300
Lucky Panel	–

An excitable golden fish that is often seen leaping free of the water. Its taste resembles that of an Earth sardine.

ZIZI RABBIT	
Type	Unique
Sell Price	300

A three-eared, gunpowder-eating hare. Sweeping battlefields of every last spent bullet, their moniker of "The Janitor" is apt. Their numbers have recently spiked.

ASHIZEL	
Type	Unique
Sell Price	300

A large, snail-like, shelled creature. The shell contains a store of fatty blubber that is used for sustenance in times of severe famine.

Insects

Row Complete Reward: Grenada Medium (Female)

BALL MOSQUITO	
Type	Common
Sell Price	100
Lucky Panel	

What looks like a small rubber ball flying through the air is in fact a mosquito. Its countless hair-covered mouths draw blood from a whole host of creatures.

STRETCHING LOCUST	
Type	Common
Sell Price	100

A locust that uses its retractable antennae to gather food. It lacks the jumping ability of its Earth namesake, instead using its legs to drag itself around.

TRACTOR BEETLE	
Type	Common
Sell Price	100

A foot-long beetle with horns far tougher than those of their Earth namesake. It's usually able to take on any attackers who dare to challenge it.

MULTI-SPECKLED LADYBUG	
Type	Rare
Sell Price	200

An insect that looks like a ladybug. Its spots increase in number as it ages, until it becomes fully black in its final years. It has an odd hatred for music, and will flee at the first note of a song.

METEO EATER	
Type	Unique
Sell Price	300

A beetle-like insect that uses meteor shock waves as sustenance. It is able to instinctively seek out and locate potential landing zones prior to any meteorfall.

VAGABOND ANT	
Type	Unique
Sell Price	300

Solitary ants that wander across Mira seeking out their next home. Parenthood is a brief affair, with barely a day's rest before resuming their journey.

ASSASSIN SPRINGTAIL	
Type	Prime
Sell Price	400

A fist-shaped springtail whose poison grows in potency with each day. In times of health their shell appears pink, though it completely bleaches out upon death.

Natural Artifacts

Row Complete Reward: Blades Series

LOGUNIE'S DRIFTWOOD	
Type	Rare
Sell Price	200

Floating wood that swells up like a balloon as it absorbs water. Used by creatures such as the vagabond ant to travel downstream.

WHITE IRON SAND	
Type	Rare
Sell Price	200

Sand with a high iron concentration. The process to extract this iron still eludes New LA scientists, though they are hard at work on new techniques.

FILLAL FILTH	
Type	Unique
Sell Price	300

The crystallized excrement of unidentified microorganisms that has turned transparent and now resembles a beautiful crystal.

ARNACIAN OREWOOD	
Type	Prime
Sell Price	400
Lucky Panel	

A diamond-like material that grows like bamboo on rainy days. It disappears when exposed to starlight.

AURORAN BONE	
Type	Prime
Sell Price	400

A rarely-sighted item seen in polar skies. Its origin and classification remain a mystery to everyone.

Wreckage

Row Complete Reward: Sakuraba Skell (Male)

DEFLECTION SHIELD MIRROR	
Type	Common
Sell Price	100

Originally designed to defend against the alien onslaught, it failed in its application when it overheated. It was eventually recycled as part of the *White Whale's* shield system.

ANHYDROUS RADIATOR	
Type	Common
Sell Price	100

A radiator from the *White Whale* that requires no coolant. It can be easily converted for use in cars and other vehicles.

HEATPROOF INOX PIPE	
Type	Common
Sell Price	100

Plumbing used on the *White Whale*. It's made from an experimental form of stainless steel that is believed to be eternally rust- and corrosion-proof, no matter the external environment.

L-002 FUEL TANK	
Type	Common
Sell Price	100

A fuel tank that formed part of the *White Whale's* propulsion drive system. It is said to be the height of fuel-compression technology.

L-002 SPACE ANALYZER	
Type	Common
Sell Price	100

This instrument analyzes the atmosphere. It also scans for microbial life, which can indicate whether or not a planet is inhabited.

US-X SPACE SUIT	
Type	Rare
Sell Price	200
Lucky Panel	

A suit that can withstand the vacuum of space for over 24 hours. This was considered to be the height of technology at the time of the *White Whale's* launch.

CENTRIFUGAL BEAM GENERATOR	
Type	Rare
Sell Price	200

An artificial-gravity generator that produces a rotating beam. It allows the crew of a ship to live and work while in a zero-gravity environment.

Relics

Row Complete Reward: Assault Series

JAGGED MORTAR	
Type	Rare
Sell Price	200

A mortar lined with tiny spurs that was used by local natives for making medicine. One can use the attached pestle to crush contents with ease.

ACORN ABACUS	
Type	Unique
Sell Price	300

A counting frame that uses acorns for beads, leading to speculation that the native creators had some sort of financial system.

FACEWOOD	
Type	Prime
Sell Price	400

A living mask made from the bark of a Miran tree. The bark grows in union with the face of the wearer, and was thought holy by ancient peoples for this reason.

HEMP WALLET	
Type	Prime
Sell Price	400
Lucky Panel	

A purse used by the ancient inhabitants of Mira. Listen to the jingle of the coins! If the previous owner had good luck with money, maybe a new owner will as well…

HUMMINGSTONE	
Type	Prime
Sell Price	400

A curious stone that emits a mellifluous hum. When this melody was heard by the native Mirans, it would inevitably lead to a raucous dance party.

Xenotech

Row Complete Reward: Parce Series

HIGH ACCELERATOR	
Type	Rare
Sell Price	200

A small alien jetpack that allows the user to flee from confrontation at absurd speeds.

CRUSH RING	
Type	Rare
Sell Price	200

A cruel alien torture device that coils around the head, arms, and legs, severely constricting the victim.

T-RAY LIGHT	
Type	Prime
Sell Price	400

A prototype high-tech device that allows the user to see through walls. It seems like true cutting-edge technology, but is unfortunately broken.

FLECKED BOTTLE	
Type	Prime
Sell Price	400

A mottled flask seemingly used to safely store precious liquid. Its seal has long since been broken, making its former contents a mystery for the ages.

GROSIUM CORE	
Type	Prime
Sell Price	400
Lucky Panel	

An orb that emits a rather sinister glow. It possesses vast amounts of energy, but is harmful to humans.

Curios

Row Complete Reward: Shield Series

MEDITATION POWDER	
Type	Rare
Sell Price	200

A chemical powder made of an unknown element. When the Harrier Bozé gave it a sniff, he felt it improved his concentration, and thus decided to give it this name.

CALIFORNIA SUNSET	
Type	Rare
Sell Price	200
Lucky Panel	

A spherical crystal that shimmers with the baked orange glow of a California dusk. The Pathfinder Corwin named it in memory of the sunsets he saw as a child back in his home state.

MIRAGE SCOPE	
Type	Unique
Sell Price	300

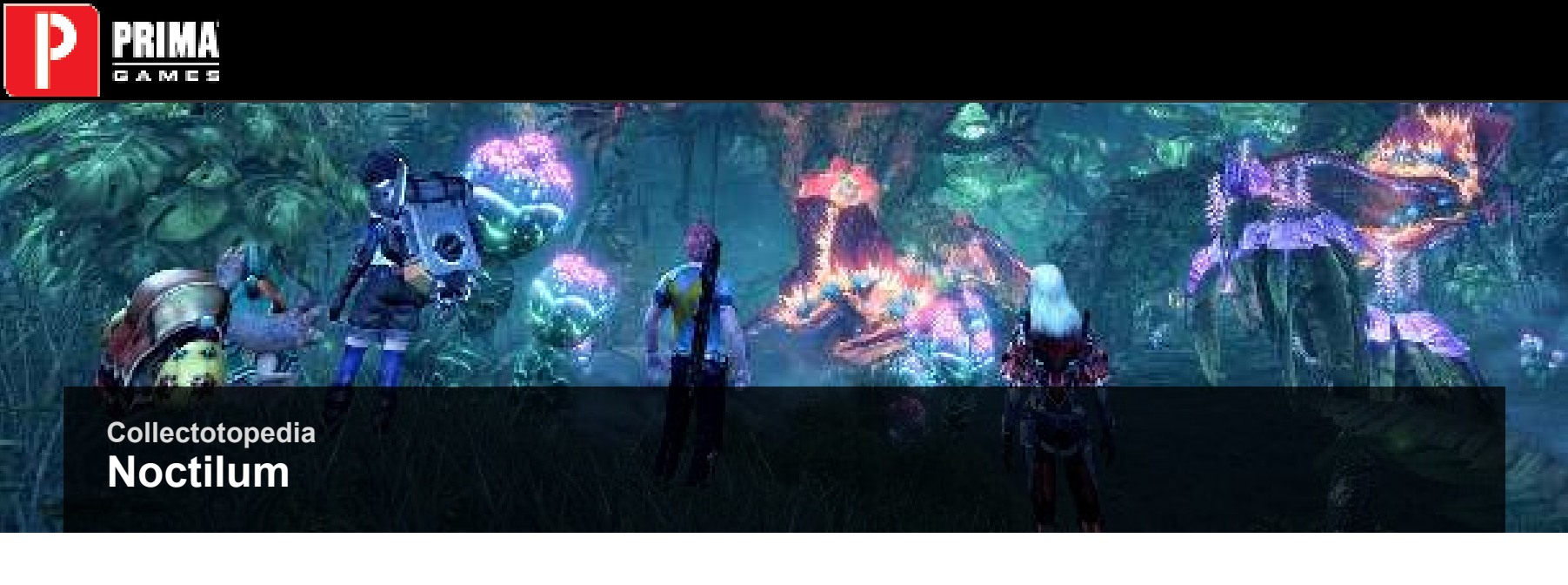
The image presented to those who peer into this eyepiece is rarely consistent with reality. In fact, some of the views have been truly out-of-this world, which is why the Outfitter Camber gave it this name.

ANCIENT ALLURE	
Type	Unique
Sell Price	300

Covered in jumbled and indecipherable lettering, these cylindrical objects have been found scattered across Mira. The Pathfinder Clarissa gave them this name while struggling to decode them.

GODDESS'S KISS	
Type	Prime
Sell Price	400

A carved stone shaped in the image of a beautiful goddess. On occasion, a tear-like liquid flows from its eyes. Entranced by the object's beauty, the Outfitter Christopher came up with its name.



Collectotopedia

Noctilum

Region Complete Reward: Fuel Recovery Probe

Vegetables

Row Complete Reward: Paive Series

CASERAS MUSHROOM	
Type	Rare
Sell Price	200

This fungus from Noctilum releases spores that send nearby creatures into a daze. Its subspecies imparts a bliss-like state on all who consume it.

ZANDEMO EGGPLANT	
Type	Rare
Sell Price	200

A sweet, tough eggplant that grows from trees and absorbs their sap. It also draws out pathogens from within the tree, thus increasing the life of its parent.

FLOWERING MORROW FERN	
Type	Unique
Sell Price	300

A plant with seemingly self-aware mouthed tendrils that extend outwards to hunt nearby insects. Rich in protein, they are in turn a source of nourishment for others.

FODORNALLOW GREENS	
Type	Prime
Sell Price	400

Flora that grows by absorbing plasma from the surrounding atmosphere. Its deep taste and numbing effects are coveted by chefs and foodies everywhere.

SIBERCASERAS MUSHROOM	
Type	Prime
Sell Price	400
Lucky Panel	

A subspecies of the caseras mushroom, that only appears once every 100 years. Those who taste it are said to live out their days in a pure, bliss-like state.

Fruits

Row Complete Reward: Grenada Medium (Male)

SOCHA GUAVA	
Type	Common
Sell Price	100

A palm-sized fruit that grows wild in the woods of Noctilum. Continued exposure to the sun's rays will dissolve the skin and reveal the flesh within.

PRAPAYA	
Type	Common
Sell Price	100

Upon ripening, this fruit will dislodge itself from the tree and fall to the ground, causing serious injury to any unfortunate enough to be in the way.

BABACO LEAF	
Type	Rare
Sell Price	200

An unusually broad-leafed and sturdy plant that aggressively propagates itself, shoving aside other plants and even rocks as it grows.

AMANA DURIAN	
Type	Rare
Sell Price	200

A luminescent fruit that grows within the giant flowers of Noctilum. Adorned with long, sharp thorns, those that fall prey to its glow usually meet a painful end.

LAVA MANGO	
Type	Unique
Sell Price	300

A fruit with rubber-like elasticity. Its skin has been used in the clothing industry, while its sweet, chewy texture yields a sensation similar to that of gum.

SOUR PLUM	
Type	Unique
Sell Price	300
Lucky Panel	

A sour plum that only grows in dark caves. Its taste can bring even the hardiest of creatures to their knees, and sends most fleeing in terror.

BANANALEAF	
Type	Prime
Sell Price	400

A dull-looking, banana-flavored leaf. Although loved by all for its flavor, its habit of camouflaging itself as just another leaf makes it a rather rare find.

GODMELON	
Type	Prime
Sell Price	400

A rare, light-emitting melon. Worshiped since the dawn of time as a sacred fruit, a single bite of its flesh is said to inspire enlightenment. …Or at least a smile.

Flora

Row Complete Reward: Machine Series

TIMID SUNFLOWER	
Type	Common
Sell Price	100

A short flower that, despite its name, avoids the sunlight at all costs. Forcing light upon it, however, will cause it to grow quite tall.

LEA LILY	
Type	Common
Sell Price	100

A plant with a tough, silver-colored flower that chimes like a bell upon catching the wind. Its clear tones offer visitors to Noctilum a brief moment of serenity.

CHAMELEON CREEPING PLANT	
Type	Common
Sell Price	100
Lucky Panel	

An insectivorous plant that lures prey into its jaws with a sweet aroma. These fallen insects become flecks on the plant's body, eventually mottling each petal.

MUNERIA FLOWER	
Type	Rare
Sell Price	200

No amount of plucking will stop this flower's petals from sprouting right back. It is said that eating it bestows similar effects, making it popular with the elderly.

SEKKA COSMOS	
Type	Unique
Sell Price	300

A large cosmos plant whose petals move in response to stimulus. This has led many to believe that it may possess a certain degree of sentience.

FALSE CEDAR	
Type	Unique
Sell Price	300

A large grass that at first glance looks like a tree. Contrary to appearances, however, it is extremely flexible and surprisingly easy to cut.

SLEEPING AMARYLLIS	
Type	Unique
Sell Price	300

With petals that take on the color of their surroundings, these flowers can be inordinately difficult to locate.

Fauna

Row Complete Reward: Sakuraba Heavy (Female)

ROCK ARMADILLO	
Type	Common
Sell Price	100

A creature that curls into a ball when attacked, using its rock-like appearance as camouflage. Burdened by its own weight as it grows, its final days are reduced to only the tiniest movements.

MORPHLING FLOUNDER	
Type	Common
Sell Price	100
Lucky Panel	

A flat fish with a movable eye that allows it to resemble both a left-eyed and right-eyed flounder.

GLUTTONUTAN	
Type	Rare
Sell Price	200

This primate's belly pouch is used to hoard the many treasures that litter the forest floor. It's fiercely protective; only the foolish would attempt to challenge it.

IGUARI	
Type	Unique
Sell Price	300

An iguana-like creature with a long, extendable tongue that it uses as a fishing rod. The very best hunters go on to become boss iguari, dividing their species.

MIRRORED PEACOCK	
Type	Prime
Sell Price	400

A wild bird with mirrored wings. When hunted, they use these wings to reflect the sun's rays, dazzling their pursuers and granting a brief chance of escape.

CONTINENTAL JELLYFISH	
Type	Prime
Sell Price	400

A land-roaming jellyfish with a soft, translucent body. Moving using its many tentacles, it wraps itself around its prey before absorbing it into its body.

Insects

Row Complete Reward: Slair II Series

NOCTILUCENT DRAGONFLY	
Type	Common
Sell Price	100

A luminescent dragonfly from Noctilum. To attract females, the male radiates in a spectacular light show that signals the beginning of courtship.

STROBING HORSEFLY	
Type	Common
Sell Price	100

A light-emitting horsefly. The more blood it drinks, the brighter and wilder it gets. Even a single glimpse of its strobe sends the doragaroos of Oblivia fleeing.

TENACIOUS MOTH	
Type	Common
Sell Price	100

A moth that makes its own way in life. However, in amorous times, pairs can be seen rushing through their courtship dance as if their lives depended on it.

MADAME MANTIS	
Type	Common
Sell Price	100

A hairy insect with a falciform front limb. With a higher proportion of females to males, many an epic battle takes place as females seek to secure a mate.

MADNESS HORNET	
Type	Common
Sell Price	100

A hornet with a foot-long stinger that sends victims into hysteria. Animals stung by this hornet can often be seen raging through the forests of Noctilum.

PARDO SPIDER	
Type	Rare
Sell Price	200
Lucky Panel	

An inconspicuous eight-legged insect that is actually as heavy as iron. It uses silk from its eight legs to traverse the treetops of Noctilum at speed.

KUSAKIRI STAG BEETLE	
Type	Rare
Sell Price	200

This creature attacks tractor beetles on sight. In all other cases, it uses its large pincers only for the peaceful cutting of grass blades.

ABSOP'S SWALLOWTAIL	
Type	Unique
Sell Price	300

A butterfly that survives on light emitted from the sun and fellow Noctilum residents. In its final throes of life, it bursts into a spectacular light show.

Natural Artifacts

Row Complete Reward: Lastyr Series

KATOAN LEAF	
Type	Common
Sell Price	100

A leaf that emits faint bursts of radiation. Found in Noctilum, these leaves can be used to shed light on other items.

GLUTTONUTAN CLAY	
Type	Common
Sell Price	100

Clay formed from a mixture of gluttonutan droppings and Noctilum soil. It boasts unparalleled elasticity, and will not snap no matter how far it is stretched.

CANE SOIL	
Type	Common
Sell Price	100
Lucky Panel	

Dirt that contains significant amounts of sugar. It has a rather gritty aftertaste, but can be turned into a decent sweetener with enough processing.

NOKA MIRRORSTONE	
Type	Rare
Sell Price	200

A stone polished into a mirror by the constant trickle of water from a giant tree. Staring into it gives the sense of looking into one's own soul.

GALJIM CRYSTAL	
Type	Unique
Sell Price	300

An orb that displays future and past flora and fauna of Mira. Unfortunately all that can usually be seen is a motionless plant or grazing beast.

HARNENGA COTTON	
Type	Unique
Sell Price	300

A cotton plant that grows in the shape of an arrow. A material of the finest quality, this cotton is very popular among the Nopon.

ETERNAL MOSS	
Type	Prime
Sell Price	400

This moss, which grows on the giant trees of Noctilum, falls and settles like snow. It is a great insulator, and is often used by small animals as bedding in winter.

Wreckage

Row Complete Reward: Psylans Series

EARTHFREEZER	
Type	Common
Sell Price	100

A capsule that stored a frozen genetic database of Earth plant and animal life. Much of this data was sadly lost in the crash of the *White Whale*.

NOSTALGIA L-002	
Type	Common
Sell Price	100

A virtual reality helmet that allows the user to view scenes from Earth. Imperative for the morale of any crew on a lengthy space voyage.

HI9 ION THRUSTER	
Type	Common
Sell Price	100
Lucky Panel	

An advanced electronic propulsion system that allows for precise navigational control at ultra-high speeds.

MK. IX HYPERCOOLER	
Type	Rare
Sell Price	200

A heat-processing device that was finished just before launch. It recycles heat energy produced by the engine which would otherwise have been wasted.

GESTURE GLOVE	
Type	Rare
Sell Price	200

An electronic glove interface that allows linked devices to be controlled remotely by the user's hand movements.

3D PRINTER	
Type	Unique
Sell Price	300

This machine can print solid materials such as basic parts and personal effects. One was assigned to each mechanic on the *White Whale*.

Relics

Row Complete Reward: Sakuraba Light (Female)

LOATHSOME BLOB	
Type	Rare
Sell Price	200

The Nopon put this stinky ball in their pocket to repel would-be predators with its rank odor.

SEA ANEMONE PLATTER	
Type	Rare
Sell Price	200
Lucky Panel	

A shellfish plate used by ancient Nopon. Analysis of the residual material would surely give an idea of the ancient Nopon diet, but such investigations are low on the priority ladder at the moment.

LOGUNIE'S DRIFTWOOD BOAT	
Type	Unique
Sell Price	300

A tub-shaped Nopon boat fashioned from buoyant driftwood. Historically used by the Nopon to explore the oceans.

SHINY LAMP	
Type	Prime
Sell Price	400

A Nopon lantern stuffed with luminescent katoan leaves. Harvesting leaves for this lamp is a labor of love for the many Nopon who still revere its gentle glow.

Xenotech

Row Complete Reward: Avagar Series

BRAIN TERMINAL	
Type	Rare
Sell Price	200

An alien device that interfaces directly with the brain. Not usable by humans.

HEXAGAUGE	
Type	Unique
Sell Price	300

A honeycomb-shaped body-scanning device used by insectoid aliens.

JOADTANK	
Type	Prime
Sell Price	400
Lucky Panel	

An entirely sterile tank completely devoid of any organisms or bacteria. How very dull.

RESONATING MADONATER	
Type	Prime
Sell Price	400

An electromagnetic device used by shape-shifting aliens. It interferes with the sensory perception of other individuals in the area.

Curios

Row Complete Reward: Saber Series

GLEAMING MAGNET	
Type	Rare
Sell Price	200

Named by the Curator Jengo, this mysterious object contains a multitude of magnetic stones that orbit erratically within its cube-like frame.

FRAUDULENT MIRROR	
Type	Rare
Sell Price	200

A compact radar that flashes with multiple points of interest, though nothing is ever found at the indicated spots. The Mediator Lara Nara named the device while putting on his makeup.

SCALES OF JUSTICE	
Type	Prime
Sell Price	400

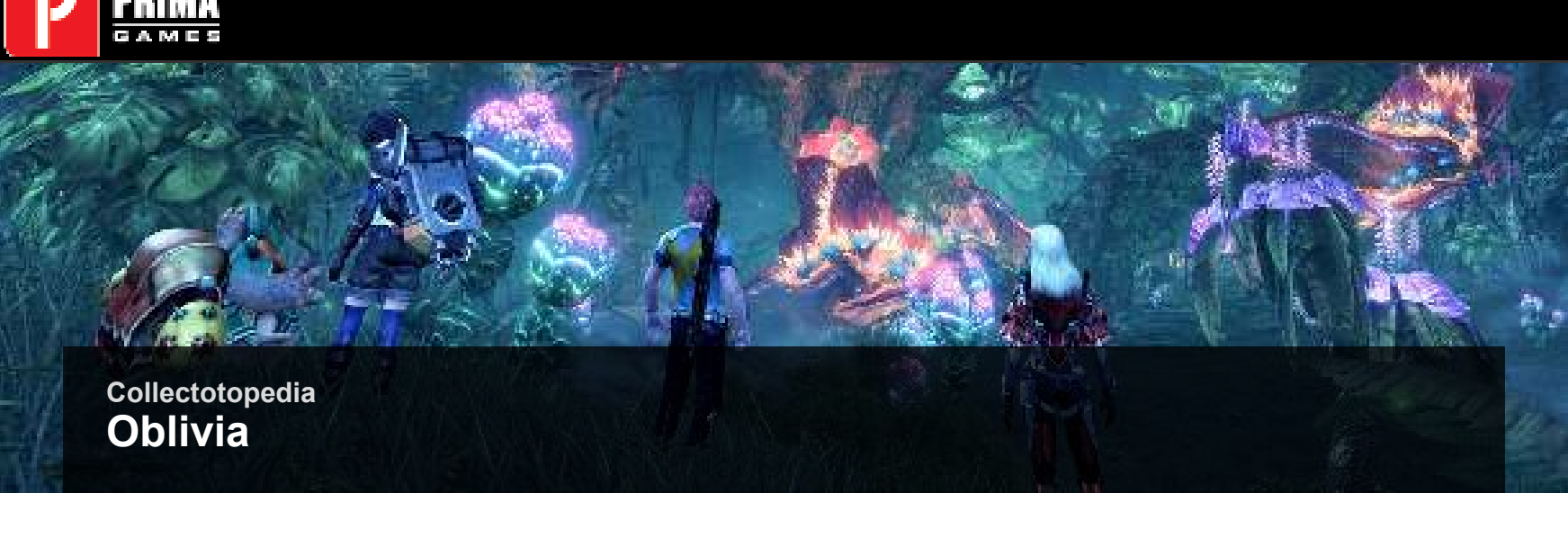
When objects are placed upon the scales, they tip not from the actual weight, but from some other form of mass. The Mediator Justin declared this as "measuring the weight of justice."

SPHERICAL EM MOTOR	
Type	Prime
Sell Price	400
Lucky Panel	

The space enclosed within this transparent box supports a floating spherical object, the constant rotation of which produces a never-ending supply of kinetic energy. Named rather plainly by the Curator May.

PRIMITIVE COLOSSUS STATUE	
Type	Prime
Sell Price	400

A pair of gigantic stone idols locked in combat. No one is sure who sculpted them or gave them their name, but their primal beauty often leaves a deep impression on those who stand before them.



Collectotopedia

Oblivia

Region Complete Reward: Research Probe G5

Vegetables

Row Complete Reward: Fulge Series

GUBURA CABBAGE LEAF	
Type	Common
Sell Price	100

A vegetable that tastes like cabbage. It sports an odd blackish tint that only intensifies when boiled.

SHINUYUNI GARLIC	
Type	Common
Sell Price	100

A root with a tapered horn shape that requires thick gloves for proper handling. Eating it grants superb recovery properties, but also horrific breath.

COSSE BEAN	
Type	Rare
Sell Price	200

A thick casing houses multiple fist-sized beans. Eating just one provides a day's worth of nourishment, making them ideal for long journeys.

BEAGFLEA SQUASH	
Type	Unique
Sell Price	300
Lucky Panel	

A new gourd that arrived with an alien race. Despite its bland taste, its ability to grow in the most sterile of land makes it an invaluable foodstuff.

WILL PEPPER	
Type	Unique
Sell Price	300

A pepper that flashes red, yellow, blue, and then black in a continuous sequence. It's a feast for both the eyes and the stomach.

CHARUPA LEAVES	
Type	Prime
Sell Price	400

A magnetically charged grass covered in iron dust. Its ability to remove excess iron from the body upon digestion makes it a widely used herbal remedy.

DOBOBORA BROCCOLI	
Type	Prime
Sell Price	400

A crown-shaped broccoli that is said to bestow the lordship of Mira to those who eat it. Tests indicate that consumption does indeed lead to feelings of grandeur.

Fruits

Row Complete Reward: Raygun Series

SUNA WATERMELON	
Type	Rare
Sell Price	200

Growing only in the stormiest of climes, at first this fruit looks no different than a clump of sand. Once it ripens, however, it takes on the look of a watermelon.

ROYAL GRAPE	
Type	Unique
Sell Price	300

A fruit so large that only one grows per tree. Its juice can be mixed with alcohol to create a palatable, wine-like drink.

KIWEGG	
Type	Unique
Sell Price	300

A kiwi with an egg-like shell. This hard casing acts as a protective shield, guarding the inner contents against various Miran insects.

SPIKED POMEGRANATE	
Type	Prime
Sell Price	400
Lucky Panel	

A fruit covered in sharp thorns and prized for its blood-clotting effects. The bleeding its harvest causes, however, means more than a few are devoured in the field.

Flora

Row Complete Reward: Retic Series

JOBO PRIMROSE	
Type	Rare
Sell Price	200

By allowing its flowers to be eaten by Miran wildlife, this plant is able to propagate by dispersing its seed via their excrement.

GUDO ROCAMBOLE	
Type	Rare
Sell Price	200

Similar to Earth's rocambole plant, but able to grow at an abnormal daily rate. This plant is quite short lived, and unable to proliferate as a result.

BLAST CHARD	
Type	Rare
Sell Price	200
Lucky Panel	

This plant contains a unique bitterness that is coveted among gourmands and chefs of New LA. Even coffee-type drinks can be derived from this wonder ingredient.

MYA OATS	
Type	Rare
Sell Price	200

An unremarkable grass with emetic properties that cause those who ingest it to vomit. It can be used as either a medicine or poison.

MYUENA CACTUS	
Type	Prime
Sell Price	400

A cactus with thorns as soft as the tentacle of a jellyfish. It is said that if rotting myuena cacti come into contact with the rain, they turn into silvery cactaceous resin.

KEPHA HOLLY	
Type	Prime
Sell Price	400

A holly with large purple fruit. These fruits explode upon impact, dispersing their stores of pollen. Certain creatures find the smell of this pollen intolerable.

Fauna

Row Complete Reward: Sakuraba Medium (Female)

DORAGAROO	
Type	Common
Sell Price	100
Lucky Panel	

A small kangaroo-type creature able to leap many miles in a single jump. Its poor sense of direction often leads to it overshooting its intended target.

PHANTOM TANUKI	
Type	Common
Sell Price	100

A beast with space-distorting camouflage that allows it to morph into other forms. Hanging fatty deposits allows it to survive during lean periods.

DENEMOZUMI MOUSE	
Type	Common
Sell Price	100

The perfect species of mouse. When faced with adversity, they form into organized divisions and overpower their opponent with sheer numbers.

OCTO-SUKA	
Type	Common
Sell Price	100

A land-dwelling octopus-like creature with eight enormously long legs. Its unusually low bodyweight makes it highly likely to fracture in stiff winds.

JET TURTLE	
Type	Common
Sell Price	100

A turtle-like creature that feeds mainly on the zizi rabbit. Able to fit its entire body within its shell, it uses rotation to zip along at astonishing speeds.

SAND CUCUMBER	
Type	Rare
Sell Price	200

A sea cucumber-like creature that absorbs sand into its body for its survival. With 90 percent of its bodyweight being sand, it is able to quickly fill in any wounds.

GORMLESS MONKEY	
Type	Rare
Sell Price	200

A small monkey with a featureless face, it relies on sound and movement to gain its bearings.

FLEETING BABOON	
Type	Unique
Sell Price	300

An exceedingly hairy baboon-like creature. With a lifespan of less than a week, maturation and aging are both extremely rapid.

Insects

Row Complete Reward: Launchers Series

FULLBELLY GECKO	
Type	Common
Sell Price	100

A gecko-like reptile with a large appetite. The fatty globule revealed by peeling back its hard skin is highly prized for a high protein content and buttery taste.

MOLEWORM	
Type	Common
Sell Price	100

A worm that draws its nourishment from miranium, boring ever deeper into the planet in search of this energy source. As such, it is rarely seen above ground.

IMPOSTER BUG	
Type	Common
Sell Price	100

A stink bug that resembles a Nopon from certain angles. The bug's cry is so intolerable to the Nopon, however, that they will do anything to avoid it.

SHADOW FLY	
Type	Rare
Sell Price	200

A fly that refracts ambient light, illuminating its surroundings for miles. Don't be fooled by its pretty appearances—this carnivorous insect is a real handful.

COMMON STICK INSECT	
Type	Unique
Sell Price	300
Lucky Panel	

This insect, almost indistinguishable from branches, chooses not to hide itself in this way. Instead, it adopts a brownish hue on green branches, and a green one on brown branches.

WHIP SCORPION	
Type	Unique
Sell Price	300

A long, soft-bodied scorpion that uses its whip-like tail to repel attackers. Constant use of the tail for various other endeavors has resulted in evolutionary loss of the stinger's venom.

SLASHER BEETLE	
Type	Prime
Sell Price	400

The most powerful beetle on the planet. It tears up foes with razor-sharp horns, and spits iron-piercing pellets for long-range strikes. Truly the king of the insects!

INatural Artifacts

Row Complete Reward: Sakuraba Light (Male)

WAINESS FOSSIL	
Type	Rare
Sell Price	200

The fossilized remains of plants from Oblivia. It has similar properties to coal, and although it cannot be used as fuel, it is of use as research material.

ZEDIS TWIG	
Type	Rare
Sell Price	200

A small branch that attracts lightning. It's likely to have been used as a lightning rod due to this unique quality.

EXUBERA STALACTITE	
Type	Unique
Sell Price	300

A sharp-tipped stalactite fragment. It emits a beautiful ring of multicolored light, but careless touching may result in serious injury.

SILVERY CACTACEOUS RESIN	
Type	Prime
Sell Price	400

A claylike, soft silver ore that becomes hard when forged. Its origin is uncertain, but it is believed to come from decomposed myuena cacti.

KRIDOKAN AIR	
Type	Prime
Sell Price	400
Lucky Panel	

A mysterious green vapor secreted inside caves. It turns into oxygen once ventilated, and for this reason is of great interest to the scientists of New LA.

Wreckage

Row Complete Reward: Riv Series

CRUISE DEFLECTOR AIR	
Type	Rare
Sell Price	200

This device projected an energy field around the *White Whale* which acted as a protective shield against space junk.

MULTI-MIRROR SOLAR DRONE	
Type	Unique
Sell Price	300

This photovoltaic system generates power from solar energy. It was originally attached to the hull of the *White Whale*.

5TH GEN RECYCLER	
Type	Prime
Sell Price	400

This device harvests microbes and organic space materials, which are then recycled and converted into energy for the *White Whale*.

L-002 DEGENERATION REACTOR	
Type	Prime
Sell Price	400
Lucky Panel	

This mysterious reactor was the *White Whale's* primary generator, knowledge of which was strictly restricted to engineers directly involved in its operation.

Relics

Row Complete Reward: Machine II Series

SPINE-O-CORRECTOR	
Type	Common
Sell Price	100
Lucky Panel	

A spine-straightening device once very popular amongst the short-statured Nopon. It fell out of favor when its effects proved to be far more damaging than helpful.

THORNBOX	
Type	Common
Sell Price	100

A box for storing Nopon pollen-collection tools that are used to attract insects. The pollen is eaten and recycled by the insects before then being harvested.

PERISHED STONE SPEAR	
Type	Rare
Sell Price	200

A spear invented by an ancient species once they took to walking upright. Their enlightenment came at a cost, however, as the same weapon eventually sealed their demise.

SANDSTONE ETCHING	
Type	Rare
Sell Price	200

A lithograph etched by an ancient desert civilization from Oblivia. As it is currently indecipherable, the fate met by this culture is still unknown.

MAGICAL FINDING ROD	
Type	Unique
Sell Price	300

A Nopon dowsing rod for locating ground water and mineral deposits. A coin on one end wobbles when it hits its target. Hardly the most scientific of methods, but it seems to work for them.

OUROBOROS BRACELET	
Type	Prime
Sell Price	400

A dried snake that is eating its own tail. Used by the Nopon as a bracelet.

DRUM OF VALOR	
Type	Prime
Sell Price	400

A drum made from the stomach of a beast. It is said to grant bravery to Nopon embarking on a lonely trek. If one listens close, they can almost hear it beating like a courageous heart.

NOPOLITH	
Type	Prime
Sell Price	400

A rectangular stone monument of perfect black. According to Nopon folklore, it brings great wisdom to any who dare touch it.

Xenotech

Row Complete Reward: Spear Series

ULTRA FILTER	
Type	Common
Sell Price	100

A high-performance filtration machine that can create water from soil and sand. When the start button is pressed, a voice calls out, "Water-making time, right?" and music begins playing.

ERADICATOR EYEPIECE	
Type	Common
Sell Price	100

Goggles designed by giant aliens that transmit information and orders directly into the eye of the user.

SACRIFICIAL REACTOR	
Type	Common
Sell Price	100
Lucky Panel	

A furnace that faces the skies in prayer, probably used for religious rites and festivals. It contains what appears to be the remains of multiple sacrifices.

STEEL TAIL SHEATH	
Type	Rare
Sell Price	200

An alien tail protector emblazoned with a clan crest. The quality of workmanship indicates that it once belonged to an individual of some status.

HORNED HELMET	
Type	Rare
Sell Price	200

A large, primitive helmet made from a resilient-looking shell. Its two protruding horns inspire terror in battle.

WARBONE	
Type	Unique
Sell Price	300

A knuckle guard made from the skull of a fallen opponent. Its battle-worn look is accentuated by numerous scratches and dents that tell an epic story.

Curios

Row Complete Reward: Sakuraba Heavy (Male)

STRONG IRON	
Type	Common
Sell Price	100

A rust-ravaged iron column with a tensile strength that defies reason. Despite being rusted to the core, it can easily withstand loads many times that of standard iron. Named by the Curator Howard.

CHAMELEON SAND	
Type	Common
Sell Price	100

Sand that is able to change its color—and with that, its taste. Ranging from salty when white to sweet when red, the possible variations are endless. Named by the Prospector Sarona.

VENUS JEWEL	
Type	Common
Sell Price	100

A jewel that sparkles like the first star of the evening. The Reclaimer Nastasha began wearing one as a charm to protect her companions, and the idea caught on with other BLADEs, leading to its name.

ECHO ROCK	
Type	Unique
Sell Price	300
Lucky Panel	

An obnoxious rock that throws your words right back at you. Good luck confronting it, though, since it is dull and featureless as…well, a stone. The Curator Jengo named it with a smile.

ILLOGICAL ETCHINGS	
Type	Unique
Sell Price	300

A lithograph that appears to hold encoded blueprints for a Skell-like robotic machine. The engineer Tika named it in frustration after staying up all night failing to decipher its instructions.

ANGEL STONE	
Type	Unique
Sell Price	300

A transparent stone that holds a fossilized, angelic-looking creature. Transfixed by its heavenly beauty, the Harrier Adelbert gave it its name.

LOST MEMORY SYNTHESIZER	
Type	Prime
Sell Price	400

A machine to fuse crystals that conceal some sort of energy. The problem is, said crystals don't seem to exist. Upon realizing its uselessness, the Harrier Sara-Ariel named it in disappointment.

Collectotopedia
Sylvalum

Region Complete Reward: Mining Probe G10

Vegetables

Row Complete Reward: Sakuraba Skell (Female)

RUGE DAIKON	
Type	Rare
Sell Price	200

A radish with interlocking roots that resemble the DNA double helix. Its grand appearance is sadly not matched by its lame, radish-y taste.

DOSORAM BEAN	
Type	Unique
Sell Price	300
Lucky Panel	

Beans that increase the effects of alcohol, often leading to dangerous results. Drinkers are advised to find a different bar snack if at all possible.

YAYA SESAME	
Type	Unique
Sell Price	300

The casing of this plant contains seeds finer than a grain of sand. Shaking it produces a pleasant rhythmic sound that is sure to calm moods and relieve stress.

PALE MAIZE	
Type	Prime
Sell Price	400

A blue-white crop with an appearance similar to corn. As the plant grows its seeds fill with gas before finally detaching and drifting away on the wind.

MIZARIA CELERY	
Type	Prime
Sell Price	400

A rare type of celery that arises only from the crevices of deceased fauna soaked by incessant rain. Its taste depends entirely on the type of carcass from which it grew.

Fruits

Row Complete Reward: Slair Series

SHIDO PERSIMMON	
Type	Rare
Sell Price	200

A lack of flesh is made up for by numerous edible seeds. Although bitter, they are also quite addictive, causing eaters to devour them without pause.

COLDBERRY	
Type	Rare
Sell Price	200

A fruit that captures the surrounding cold air. So cold as to induce frostbite with a single touch, it can only be eaten after being brought to room temperature.

WHITE CASSIS	
Type	Rare
Sell Price	200

A fruit that contains white, snowflake-like seeds. It has a harsh and bitter flavor, and is often used as a pick-me-up for those residing in colder climes.

EMERALD GRAPE	
Type	Prime
Sell Price	400
Lucky Panel	

A grape with patterned, jewel-like seeds. Though for the most part immensely sour, it is also known to turn sweet on rare occasions—bringing joy to all who eat it.

CLUSTER PAPAYA	
Type	Prime
Sell Price	400

Brimming with energy, this mysterious fruit is prone to cataclysmic explosion upon impact. Tread carefully when harvesting.

Flora

Row Complete Reward: Grenada Light (Male)

BUDE MUGWORT	
Type	Common
Sell Price	100

Glistening leaves sprout from this plant's long, narrow stem. If blended with saliva, they produce a viscous liquid that coils around the throat and restricts breathing.

EXPLODING PANSY	
Type	Common
Sell Price	100
Lucky Panel	

A flower that emits an explosive sound when it detects any type of noise nearby. Stalk it like a ninja unless you want to be blown to kingdom come.

SESE LILY	
Type	Common
Sell Price	100

A plant with a ringed stem that emits a single soap bubble once a day. These bubbles carry pollen that gives birth to the next batch of sese lilies.

ANTORUS ROSE	
Type	Rare
Sell Price	200

A rose with petals that can be used as dyes—which can then be combined to form any color on the spectrum. It is said that these vivid colors will never fade.

SHIA CATTLEYA	
Type	Unique
Sell Price	300

A flower that shines with the beauty of the finest jewels. As it blooms by stealing nutrients from other nearby plants, it also doubles up as a handy weed killer.

Fauna

Row Complete Reward: Repethe Series

DIRESHEEP	
Type	Rare
Sell Price	200

A sheep-like animal with abnormally long, soft fleece that is ideal for use in clothes. It's an unusually ill-tempered beast, so approach with caution.

MEDUSA SQUID	
Type	Unique
Sell Price	300

A squid-like creature with 20 tentacles sprouting from its head. Though it often attacks other creatures, it rarely emerges victorious.

BEAPORGE	
Type	Prime
Sell Price	400
Lucky Panel	

A small raccoon covered in soft fur that takes great pleasure in grooming its fellow creatures. It will even give Skells a scrub if given the chance.

PENGINION	
Type	Prime
Sell Price	400

A bird covered in mysterious markings. Intelligent enough to understand language, it can easily avoid all but the most clever of predators.

Insects

Row Complete Reward: Spear II Series

WHITE SAND BEETLE	
Type	Common
Sell Price	100

A beetle-like creature that feeds on white sandy spores. It nests in the cliffs of Sylvalum, burrowing deep before packing itself next to its fellow beetles like so many sardines.

BAIBAI BEETLE	
Type	Common
Sell Price	100

This blue beetle takes to the skies one month after hatching and—for some unknown reason—flies until it reaches the point of exhaustion.

GLASSY CRICKET	
Type	Rare
Sell Price	200

A cricket with a gossamer-thin shell. Handle with extreme care, as this fragile insect will often shatter when caught.

RAINY CRICKET	
Type	Unique
Sell Price	300

A giant cricket that sleeps in the sand and rarely ventures above the surface. Aggressive in its short waking hours, it will attack on sight.

CRYSTAL BUTTERFLY	
Type	Prime
Sell Price	400
Lucky Panel	

A splendid butterfly that flies on vivid violet wings adorned with fine crystal scales. It's slow to reproduce, but boasts a lifespan of over 300 years.

SNOWY ANGELHAIR	
Type	Prime
Sell Price	400

A white, furry insect that drifted to Sylvalum on the wind. Indistinguishable from a spore, it is quite difficult to find—though it is said to bring luck to any who do so.

Natural Artifacts

Row Complete Reward: Sniper Rifle II Series

DRING SLICK	
Type	Common
Sell Price	100

This constantly moving mudflow was originally thought to be an earthquake, but in fact, only the surface moves. Insects can often be observed hitching a ride on the top.

ACTON ROCK SHARDS	
Type	Common
Sell Price	100

Despite being inanimate, these rocks appear to take root and grow. As a result, they are often mistaken for shrubs and trees.

FULLERENE CORAL	
Type	Common
Sell Price	100

A tree-like, land-based coral. Care is needed when handling, as the fragile coral breaks quite easily.

TAOMAN ACID	
Type	Rare
Sell Price	200
Lucky Panel	

A chemical produced when rainwater reacts with an unknown airborne substance. It's harmless for living organisms, but can dissolve most inorganic matter.

GRANDAN ROCK	
Type	Unique
Sell Price	300

A rock that registers no value when placed on a scale. You still wouldn't be happy if someone chucked it at your head, however.

JAGITOS COPPER	
Type	Unique
Sell Price	300

Extraordinary heat diffusivity properties give this substance the ability to maintain a negative temperature no matter what environment it is placed in.

POMIO SPORE	
Type	Unique
Sell Price	300

A spore that floats through the skies of Sylvalum and attracts nearby atmospheric particles, giving it a gem-like sparkle.

Wreckage

Row Complete Reward: Grenada Heavy (Female)

CORDLESS TRANSFORMER	
Type	Rare
Sell Price	200

A device that wirelessly transmits energy particles from one point to another. This functionality led to great space savings aboard the *White Whale*.

HARD SKIN	
Type	Rare
Sell Price	200

A paper-thin protective material. Its toughness and resistance to heat belie its thickness.

DECOY DNA	
Type	Unique
Sell Price	300
Lucky Panel	

A uniquely effective device that emits false DNA signals in order to confuse pursuing hostile aliens.

L-002 DAGOO HEAT RAY	
Type	Prime
Sell Price	400

A high-energy laser mounted on the *White Whale*. It has since been decommissioned, but the scars of battle still stain its scorched barrel.

A-HAB AUTONOMOUS AI	
Type	Prime
Sell Price	400

A portion of the AI system installed on the *White Whale*. Reliable and sound of judgment, this essential component of the flight was unfortunately destroyed during the crash landing on Mira.

Relics

Row Complete Reward: Knife II Series

YABUYABU OINTMENT	
Type	Common
Sell Price	100

A plant-based ointment used by the Nopon. It fell out of favor when its medicinal effects were found to be negligible.

STRAW BUOY	
Type	Common
Sell Price	100

A flotation device made from straw. Though it starts out as a huge straw ring, it rapidly shrinks to a more compact size when it contacts water.

SPORE BALLOON	
Type	Common
Sell Price	100

A spore repainted by the Nopon and sold as a child's balloon toy. Its value tanked when the true identity was finally discovered.

STARGAZER	
Type	Rare
Sell Price	200

A long cylinder with carefully aligned stone lenses, often used as a telescope to view the stars. Unusually expensive for something that brings so much joy.

CAMOCLOAK	
Type	Unique
Sell Price	300
Lucky Panel	

The cloth used to make this cloak imitates its surroundings. It looks to have been invented by an advanced civilization that has since gone extinct.

SPIRIT WAND	
Type	Prime
Sell Price	400

A branch adorned with hundreds of beautiful Miran flowers. It is used by the Nopon for spiritual worship.

Xenotech

Row Complete Reward: Assault II Series

SHIMMERING SKIN	
Type	Common
Sell Price	100

A high-tech lava suit made from unknown materials. Unfortunately, as it operates on biometrics it will destroy itself if worn by any species other than its original creator.

DETILID DEVICE	
Type	Common
Sell Price	100
Lucky Panel	

An excessively large hoop-shaped device that equips to the arm. The alien tech and size of the device mean that it is not easily handled by human operators.

MISSILE WIRING	
Type	Rare
Sell Price	200

Wiring composed of countless fiber cables. Using this wire allowed for free control of launched missiles.

BERZERKER UNIT	
Type	Rare
Sell Price	200

An item used to induce a rage-like state in battle. If given to one not able to tolerate the medication's effects, however, instant death is a certainty.

THUNDERBOLT EMBLEM	
Type	Unique
Sell Price	300

A banner emblazoned with the crest of a militaristic alien clan. Its content boasts of that particular group's achievements on the battlefield.

TRYING CROWN	
Type	Prime
Sell Price	400

A tight-fitting crown that can only be removed by breaking it. Thought to have been used in torture.

INTELLIGENT LIQUID METAL	
Type	Prime
Sell Price	400

There is said to be a large body of high-level info embedded within this liquid metal. Unfortunately, the liquid is currently inert and remains just out of reach.

Curios

Row Complete Reward: Grenada Skell (Female)

DOUBLE HELICAL SALT	
Type	Common
Sell Price	100
Lucky Panel	

A mysterious white object with a double helical structure. The Curator Caracas discovered and named it, but died of poisoning after tasting it.

BRILLIANT GREEN LIQUID	
Type	Common
Sell Price	100

The liquid within this tube emits a brilliant green glow, but the unknown energy it produces is of no use in current weapons. The Prospector Leland Cole named it while laughing heartily.

FLOWERING EGG	
Type	Common
Sell Price	100

An egg-shaped object that plays host to a variety of different flower species. Upon witnessing said flowers breaking out from the egg's shell to bloom, a speechless Prospector called Gale gave it this name.

QUEEN'S RAPTURE	
Type	Common
Sell Price	100

A snowy white, angelic feather that shimmers with an air of refined nobility. The Harrier Grette gave the item its name as she gazed at it, enraptured.

STONE SCREW	
Type	Common
Sell Price	100

A screw made of stone that—despite being entirely natural in origin—can actually be used in the way the name suggests. After naming it, the Pathfinder Astea did in fact put it to use as a screw.

STARMAKER	
Type	Rare
Sell Price	200

A black-box planetarium that projects an image of the galaxy Mira inhabits onto nearby surfaces. The Pathfinder Mondo named it as he gazed in abject silence at the projected stars.

HELLO TRANSMITTER	
Type	Unique
Sell Price	300

This looks like some kind of transmitting device, but no one knows where it is transmitting to. The Interceptor Ada named it after mumbling "hello, hello" into it numerous times with no response.

AFFINITY SOULCHAIN	
Type	Unique
Sell Price	300

A chain of unbreakable triangular rings that are impossible to separate. Upon witnessing its unwavering strength, the Curator Quincy gave it this name to symbolize the bonds between friends.

Collectopedia

Cauldros

Region Complete Reward: Storage Probe

Vegetables

Row Complete Reward: Grenada Light (Female)

KYATARA ONION	
Type	Rare
Sell Price	200

Peeling this onion's skin reveals an inedible middle. The subtly sweet taste of the outer layers, however, is something to be savored.

CHARGED CAYENNE	
Type	Rare
Sell Price	200

A chili pepper infused with the energy of lightning, guaranteed to bring even the strongest to their knees. It's more at home in the arms industry than a kitchen.

BRAMBLOO SHOOT	
Type	Unique
Sell Price	300
Lucky Panel	–

This may look like a tree, but it feels and tastes like bamboo. The fiercer indigens of Cauldros often use its outer cap to polish their fangs and tusks.

BELZADOZEBU SCALLIONS	
Type	Prime
Sell Price	400

A poisonous black root that can kill even the largest of creatures. If left unchecked, it eventually ends its own existence as deadly toxins spread throughout its cells.

Fruits

Row Complete Reward: Grenada Skell (Male)

GYULALI	
Type	Rare
Sell Price	200

A fruit with a meaty taste. Heating brings about strange anomalies in its flavor, with high temperatures evoking beef, and low temperatures pork.

LAVA CHESTNUT	
Type	Rare
Sell Price	200
Lucky Panel	

A heat-resistant seed, often found in lava, that forms into fruit-bearing rock upon cooling. Though sweet and nutritious, it remains a tough nut to crack.

IRON AKEBI FRUIT	
Type	Prime
Sell Price	400

With a skin as tough as iron, this akebi is well equipped to surviving its harsh environment. Having existed for countless millennia, there is doubtless extremely vital genetic information dormant within.

MOTTLED MUMS	
Type	Prime
Sell Price	400

A fig with strong purification effects that thrives even in bad soil. So strong are its effects that it has the ability to diminish vital nutrition if taken without cause.

NIGHTMARE PINEAPPLE	
Type	Prime
Sell Price	400

A black pineapple dotted with eye-like reticules. Those who touch it are said to be sent into a fit of nightmares. Only recommended for the strong of mind.

Flora

Row Complete Reward: Sword Series

PORON TULIP	
Type	Rare
Sell Price	200

A large pollen-filled flower known for its rapid expansion. The pollen is unusually appetizing, making it much sought-after by the Nopon.

JAHARMUM	
Type	Unique
Sell Price	300

A golden chrysanthemum that grows and reproduces by drifting on the winds of Cauldros, absorbing sulfur as it goes. Just before death, it takes on the form of a sulfur crystal.

BOGANO WEED	
Type	Prime
Sell Price	400
Lucky Panel	

A hardy plant that refuses to burn even in the fiery rains of Cauldros. It is, however, extremely sensitive to cold.

MURANADIUM	
Type	Prime
Sell Price	400

No wildlife—or species—can resist the charms of this plant. Harvested almost to extinction by the ancient Mirans, now it can only be found deep inside Cauldros.

Fauna

Row Complete Reward: Blades II Series

GUN SNAKE	
Type	Rare
Sell Price	200
Lucky Panel	

A snake-like reptile that subsists on iron ore. Its stomach contains mounds of undigested rocks that are used as bullets to keep approaching predators at bay.

DEMON BOAR	
Type	Rare
Sell Price	200

A five-eyed, boar-like beast. Despite its demonic appearance, it is surprisingly timid—often fleeing in terror at the sight of the smallest insect.

DULCET GOOSE	
Type	Unique
Sell Price	300

A bird resembling the humble Earth goose, but with an entrancing angelic call. This good-natured bird will use its voice to guide others out of harm's way.

LAVA FOX	
Type	Prime
Sell Price	400

A fox-like creature that draws nutrition from lava. Any other liquid will result in instant death, so their numbers tend to fall considerably after heavy downpours.

GIBNEY JACKAL	
Type	Prime
Sell Price	400

A rare species only found on Cauldros. At first glance it may be mistaken for a wolf—though its fearsome ruby eyes can be seen for miles.

Insects

Row Complete Reward: Ralzes Series

SHOOTING FIREFLY	
Type	Common
Sell Price	100

After hatching, this larva ages and dies within the same day. Its rare glow is beautiful to observe.

ABYSSAL CRICKET	
Type	Common
Sell Price	100

A huge red insect that shoots fire from its mouth, often igniting natural gas spumes in the process. It is the prime suspect in many unexplained explosions.

CETECEGEM BEETLE	
Type	Common
Sell Price	100

A very large beetle that can reach over three feet in length. It will imbibe and expel large volumes of water whenever threatened.

BULLET FLY	
Type	Unique
Sell Price	300
Lucky Panel	

A tough-bodied and incredibly fast fly. Getting in their way will likely result in serious injury, so be careful when wandering the wilds of Cauldros.

PRICKLY CRICKET	
Type	Unique
Sell Price	300

An energetic cricket that is always busy stockpiling food. It attacks if disturbed, especially if it comes in contact with its nemesis—the vagabond ant.

Natural Artifacts

Row Complete Reward: Sniper Rifle Series

COOLING LAVA	
Type	Common
Sell Price	100

A fragrant form of lava that can be eaten once cooled. Though completely non-toxic, it still may be a while before the item appears on the menus of New LA's finer restaurants.

ZALON DIRT	
Type	Common
Sell Price	100

A fertile soil that feeds by dissolving and absorbing insects and certain small animals. Most geologists believe it to have fine agricultural potential.

ROGEBRA SHOCKSTONE	
Type	Rare
Sell Price	200

This rock, formed in a lightning storm, stores lightning energy. It provides an electrical charge like a battery, but can be quite unstable.

AUTIGA POWDER	
Type	Rare
Sell Price	200

While this appears to be a powder, it behaves more like a plant. It can often be found clinging to rocks, much like a form of moss.

ZAGYRIN CRAGSTONE	
Type	Unique
Sell Price	300
Lucky Panel	

An organic steel forged in the heat of Cauldros's lava lakes. It boasts legendary hardness due to its many layers.

CLIORD OIL	
Type	Prime
Sell Price	400

This treasured red oil is found on Cauldros surfaces during rainy days. It looks eerily like a pool of blood to the naked eye.

Wreckage

Row Complete Reward: Fulge II Series

SOLAR WIND CONVERTER	
Type	Common
Sell Price	100

This device captured gas released into space by stars and converted it into energy for use in the propulsion system.

OXYGEN AIRBRAKE	
Type	Common
Sell Price	100

A braking mechanism that ran on pure oxygen. It could also be weaponized for battle situations if necessary.

EXALTING PAINT	
Type	Common
Sell Price	100

A fluorescent paint used on the *White Whale*. A high phosphorescence gives it the ability to emit absorbed light without a reduction in intensity.

AUTOPOSTURIZER	
Type	Rare
Sell Price	200

A posture-control apparatus that protects against spatial disorientation during interstellar journeys. Primarily used by crew members undertaking repair details outside the ship.

PLANTER	
Type	Unique
Sell Price	300

A device that extracts water from rocks in order to aid the process of planetary terraforming. The discovery of Mira has rendered it somewhat pointless.

FN PROTOTYPE 3	
Type	Unique
Sell Price	300

One of the prototype models created during the development of FrontierNav. Not as advanced as the data probes currently in use, but not a bad effort.

OCTOPUS REGULATOR	
Type	Unique
Sell Price	300
Lucky Panel	

A remote-controlled body featuring several limbs protruding from a spherical center. It is of particular use for those conducting sensitive operations in the vacuum of space.

Relics

Row Complete Reward: Lastyr II Series

CHRAMPOLINE	
Type	Common
Sell Price	100

A Nopon-sized trampoline made from an elastic, rubbery material. Once used at festival time, it has since been banned after a slew of injuries and lawsuits.

SHARPENING STONE	
Type	Common
Sell Price	100

A hard stone carved into the shape of a hammer and used in construction. For some reason, the whole tool is carved from stone—not just the head.

CHARRED CROCK	
Type	Common
Sell Price	100

A giant black vessel fashioned from lava. Said to have been constructed by a now-extinct civilization.

STONE LENS	
Type	Common
Sell Price	100

A polished, transparent stone often used as a lens. Nopon also value it for its ability to start fires.

DARK LANTERN	
Type	Common
Sell Price	100

A hand lamp that uses a secret Nopon oil formula to emit a beautiful light. Due to difficulties in producing the oil, such lanterns rarely shine anymore.

ICARUS WINGS	
Type	Rare
Sell Price	200

An invention of Nopon who dreamed of taking to the skies. Shockingly ineffective, though that doesn't deter the many Nopon who optimistically plummet to their deaths each year.

BOGANO SLEEPING BAG	
Type	Rare
Sell Price	200

A fire-resistant, 20-foot-long sleeping bag woven from bogano weed. Originally made by giants, but now used as a yurt by grateful Nopon.

EXTRA-LARGE CASH BOX	
Type	Unique
Sell Price	300
Lucky Panel	

A piggy bank used by ancient Nopon. Legend claims that those who broke it open before it was full would have money trouble for the rest of their days.

Xenotech

Row Complete Reward: Sword II Series

PAN-ANALYSIS CHIPS	
Type	Common
Sell Price	100

An item able to view and detect the entire range of electromagnetic waves, including infrared. It is also able to stand in for microscopes and telescopes.

SAVAGE CLAW	
Type	Common
Sell Price	100

Specialized alien battle claws that appear to be used more as catalysts for energy-based attacks rather than for actual hand-to-hand fighting.

ELEMENTAL BATTERY	
Type	Common
Sell Price	100

This device transforms airborne particles into electrical power, ensuring an almost inexhaustible supply of energy. It seems to have been used as a weapon by certain alien races.

SPATIAL CONTROL JOINTER	
Type	Rare
Sell Price	200

A deceptively strong, yet compact, part for jointing and supporting large objects above the ground. Is currently used as a gravitational-control device.

DITHBLADE FRAGMENT	
Type	Unique
Sell Price	300
Lucky Panel	

Blade fragments from an alien Skell. Its materials exhibit properties of both great strength and extreme lightness. It also appears to contain a slight electrical charge.

VOLTANT SCANNER	
Type	Prime
Sell Price	400

The panels on this item contain lamps that inform of any nearby toxins. As it requires alien-based technology to function, it doesn't seem to be usable by humans.

Curios

Row Complete Reward: Grenada Heavy (Male)

MEGA MUSCLE BUILDER	
Type	Common
Sell Price	100

A shock-absorbing component that seems to have been used in primitive automatons. The Interceptor Giotto used it as exercise equipment and gave it a name to suit his personal tastes.

ROD OF BRUTALITY +10	
Type	Common
Sell Price	100

A cylindrical rod with a complex dimpled surface. While it somewhat resembles a key, the Murderess's first thought was how she could use it to pummel people. Suffice to say, she came up with the name.

CAPRICIOUS KETTLE	
Type	Rare
Sell Price	200

A cauldron that billows with thick black smoke and is engraved from top to bottom with strange symbols. After discovering it, the Prospector Harvey gave it a fanciful name in hopes of selling it for big money.

MEGAJOLT RATTLE	
Type	Rare
Sell Price	200

Though it looks like a baby's trinket, the noise this rattle produces when shaken has the power to fell buildings. A Prospector named Ginger gave it its name, and it is currently being researched as a weapon.

ELITE SCEPTER	
Type	Unique
Sell Price	300

An ornately decorated scepter, speculated to have been utilized as a ceremonial piece for ancient nobility. Pathfinder H.B. thought it a perfect fit for himself and gave it this name.

DOOM MASK	
Type	Unique
Sell Price	300

Seemingly both mechanical and organic, this mask-shaped object has the ability to absorb bodily fluids. The Outfitter Alexa gave it its name in a fit of excitement.

SAVAGE SKETCH	
Type	Prime
Sell Price	400
Lucky Panel	

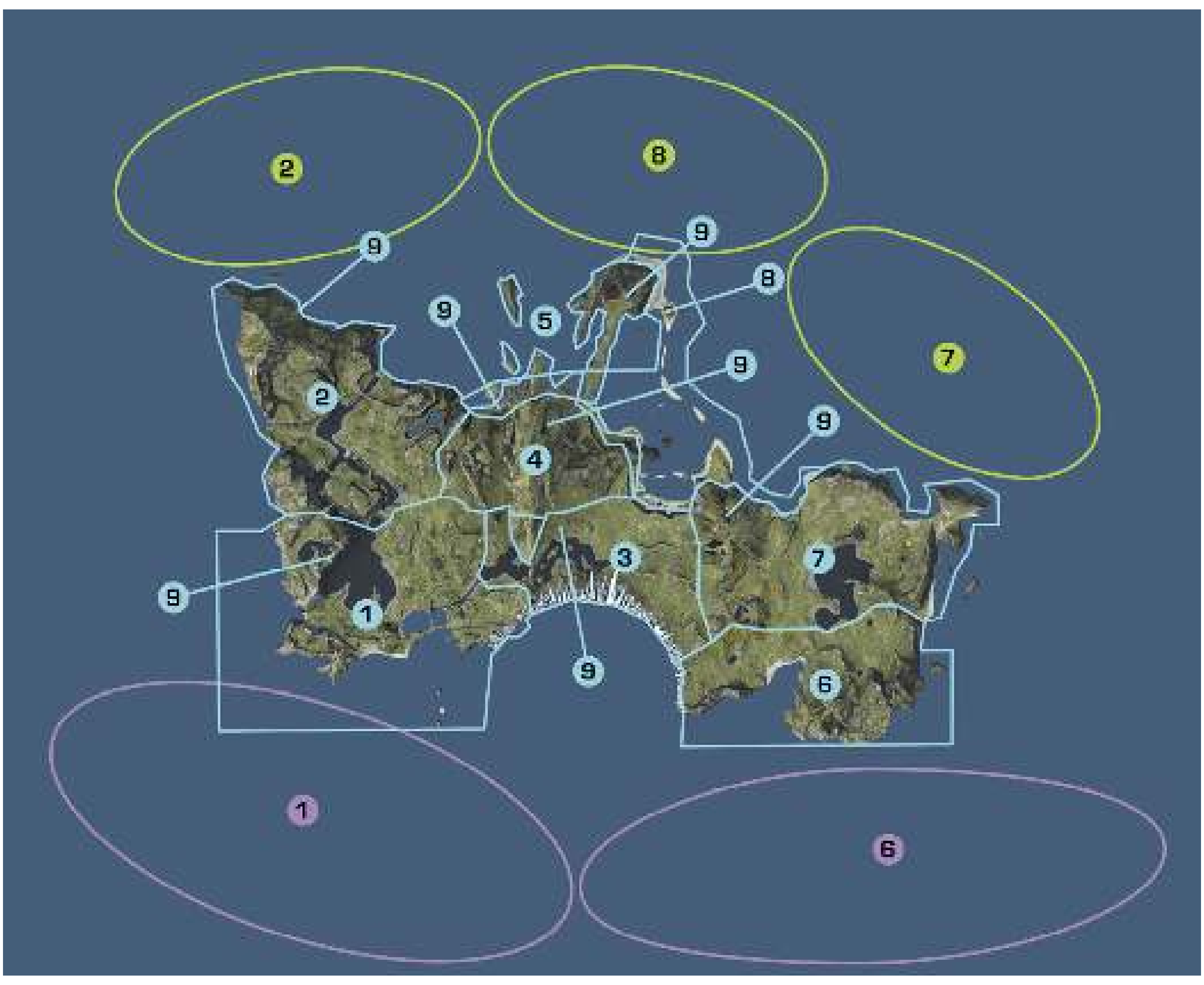
A tablet depicting a scene of terror involving people fleeing from a dragon-like beast. Excited by this unknown creature that may or may not even exist, Prospector Vera came up with this name.

BOOK OF DEATH AND REBIRTH	
Type	Prime
Sell Price	400

This book is worn to nigh unreadability, but the illustrations of giants depicted within feel somehow nostalgic. Letrick, the cathedral overseer, broke into tears upon seeing it and gave it this name.

Collectopedia Locations

Primordia



Note

“Item Rarity” refers to the chance of picking up an item at the specified location, in order of highly likely **(1)** to rarely **(5)**.

Land

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4	ITEM R 5
1	West Area	Lacey Potato	Strawlenny	Starlight Apple	Sweet Nerine	Golden Sardine	Keppo Carrot	Arnacian Orewood(early morning, rain)	Hummin
2	Northwest Area	Zesian Fleawort	Anhydrous Radiator	Kiran Catnip	Crawling Bat	Zizi Rabbit	Ancient Allure(early morning, rain)	Hemp Wallet	Grosium
3	Middle Area	L-002 Fuel Tank	Stretching Locust	Multi-Speckled Ladybug	Centrifugal Beam Generator	Vagabond Ant	Keppo Carrot	Amidresian Tomato	Nirvana Jonquil
4	Talon Rock Mountain Area	Coaletri	Ajira Melon	Meditation Powder	High Accelerator	Fillal Filth	Sanelac Pearl	Flecked Bottle	Grosium
5	North Area	Noranlily	Grinding Squirrel	Logunie’s Driftwood	Crush Ring(early morning, rain)	Acorn Abacus	Fillal Filth	Facewood	Auroran
6	East Area	Heatproof Inox Pipe	Rock-Orange	Sadelana Lettuce(early morning, rain)	Mondcherry	Doga Dandelion	Ashizel	T-Ray Light	Nirvana Jonquil
7	Northeast Area	Deflection Shield Mirror	Tractor Beetle	White Iron Sand	Mosa Cabbage	Sonar Lemon	Meteo Eater(early morning, rain)	Assassin Springtail	Hummin
8	North Shore Area	Cranjelly	L-002 Space Analyzer	US-X Space Suit	Jagged Mortar	Sona Herb	Acorn Abacus	Goddess’s Kiss	Nirvana Jonquil
9	Cave Areas	Rizattice	Ball Mosquito	California Sunset	Multi-Speckled Ladybug	Sanelac Pearl	Mirage Scope	Garudo Pellionia Minima	Auroran

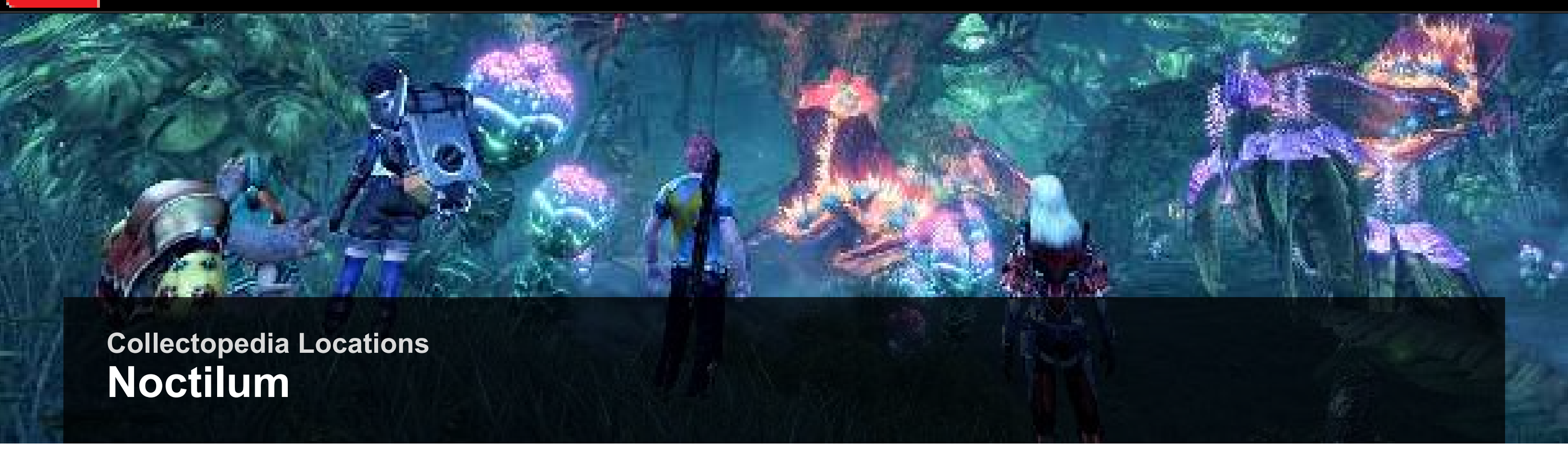
AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1
N/A	Whole Continent	Ajira Melon	Cranjelly	Zesian Fleawort	Rizattice	Ball Mosquito	Deflection Shield Mirror	L-002 Fuel Tank	L-002 Space Analyzer

Southern Coast (Water’s Surface and Sky)

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4	ITEM R 5
1	Southwest (Area Neighboring Waters)	Lacey Potato	Strawlenny	Starlight Apple	Sweet Nerine	Golden Sardine	Keppo Carrot	Arnacian Orewood(early morning, rain)	Hummin
6	Southeast (Area Neighboring Waters)	Heatproof Inox Pipe	Rock-Orange	Sadelana Lettuce(early morning, rain)	Mondcherry	Doga Dandelion	Ashizel	T-Ray Light	Nirvana Jonquil

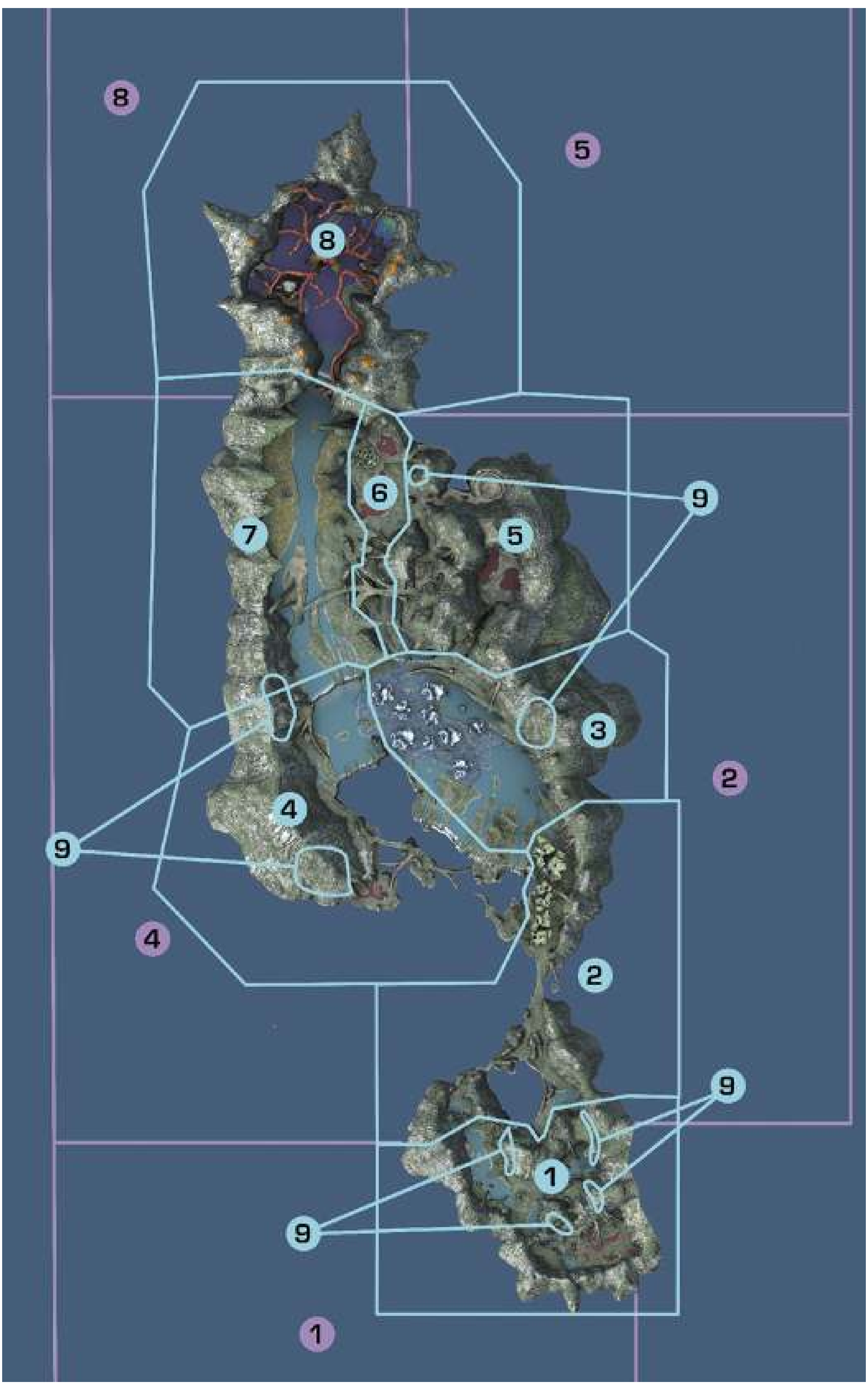
Northern Coast (Water’s Surface and Sky)

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4	ITEM RARITY: 5
2	Northwest (Area Neighboring Waters)	Zesian Fleawort	Anhydrous Radiator	Kiran Catnip	Crawling Bat	Zizi Rabbit	Ancient Allure	Hemp Wallet	Grosium Core
7	Northeast (Area Neighboring Waters)	Deflection Shield Mirror	Tractor Beetle	White Iron Sand	Mosa Cabbage	Sonar Lemon	Meteo Eater(early morning, rain)	Assassin Springtail	Hummingstone
8	North Shore (Area Neighboring Waters)	Cranjelly	L-002 Space Analyzer	US-X Space Suit	Jagged Mortar	Sona Herb	Acorn Abacus	Goddess’s Kiss	Nirvana Jonquil



Collectopedia Locations

Noctilum



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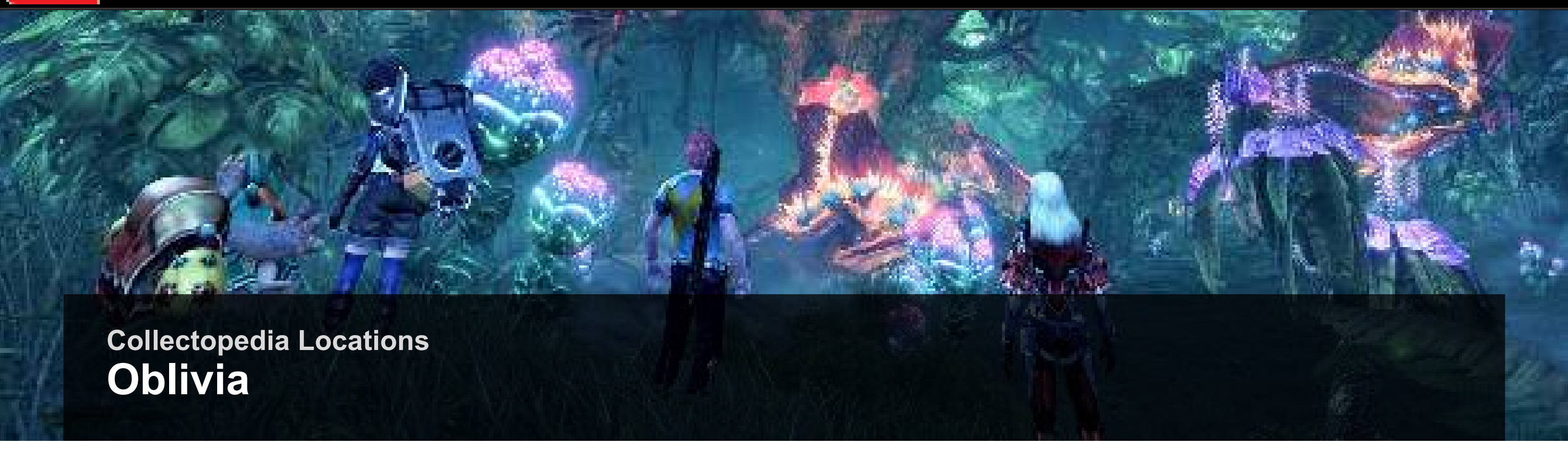
Land

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4
1	South Forest Area	Earthfreezer	Madness Hornet	Kusakiri Stag Beetle	Muneria Flower	Sekka Cosmos	Absop's Swallowtail	Scales of Justice
2	North Forest Area	Gluttonutan Clay	Chameleon Creeping Plant	Amana Durian	Babaco Leaf	False Cedar	Iguari(early morning, rain)	Bananaleaf
3	Lake Area	Nostalgia L-002	Noctilucent Dragonfly	Zandemo Eggplant	Mk. IX Hypercooler	Sleeping Amaryllis	Flowering Morrow Fern(early morning, rain)	Fodornallow Greens
4	Falls Area	Katoan Leaf	Morphling Flounder	Loathsome Blob	Gesture Glove	Logunie's Driftwood Boat	Sour Plum	Eternal Moss
5	Rocky Mountain Area	Lea Lily	Strobing Horsefly	Gleaming Magnet	Fraudulent Mirror(early morning, rain)	Galjim Crystal	Hexagauge	Spherical EM Motor
6	Ravine Area	Timid Sunflower	Madame Mantis	Pardo Spider	Brain Terminal	3D Printer	Lava Mango	Mirrored Peacock
7	Stream Area	HI9 Ion Thruster	Socha Guava	Sea Anemone Platter(early morning, rain)	Gluttonutan	Harnenga Cotton(early morning, rain)	Absop's Swallowtail	Continental Jellyfish
8	Mountain Trail Area(can only be reached by flying)	Tenacious Moth	Prapaya	Caseras Mushroom	Noka Mirrorstone	Flowering Morrow Fern(early morning, rain)	3D Printer	Joadtank
9	Cave Areas(scattered around in all caves)	Cane Soil	Rock Armadillo	Fraudulent Mirror(early morning, rain)	Noka Mirrorstone	Lava Mango	Sour Plum	Shiny Lamp

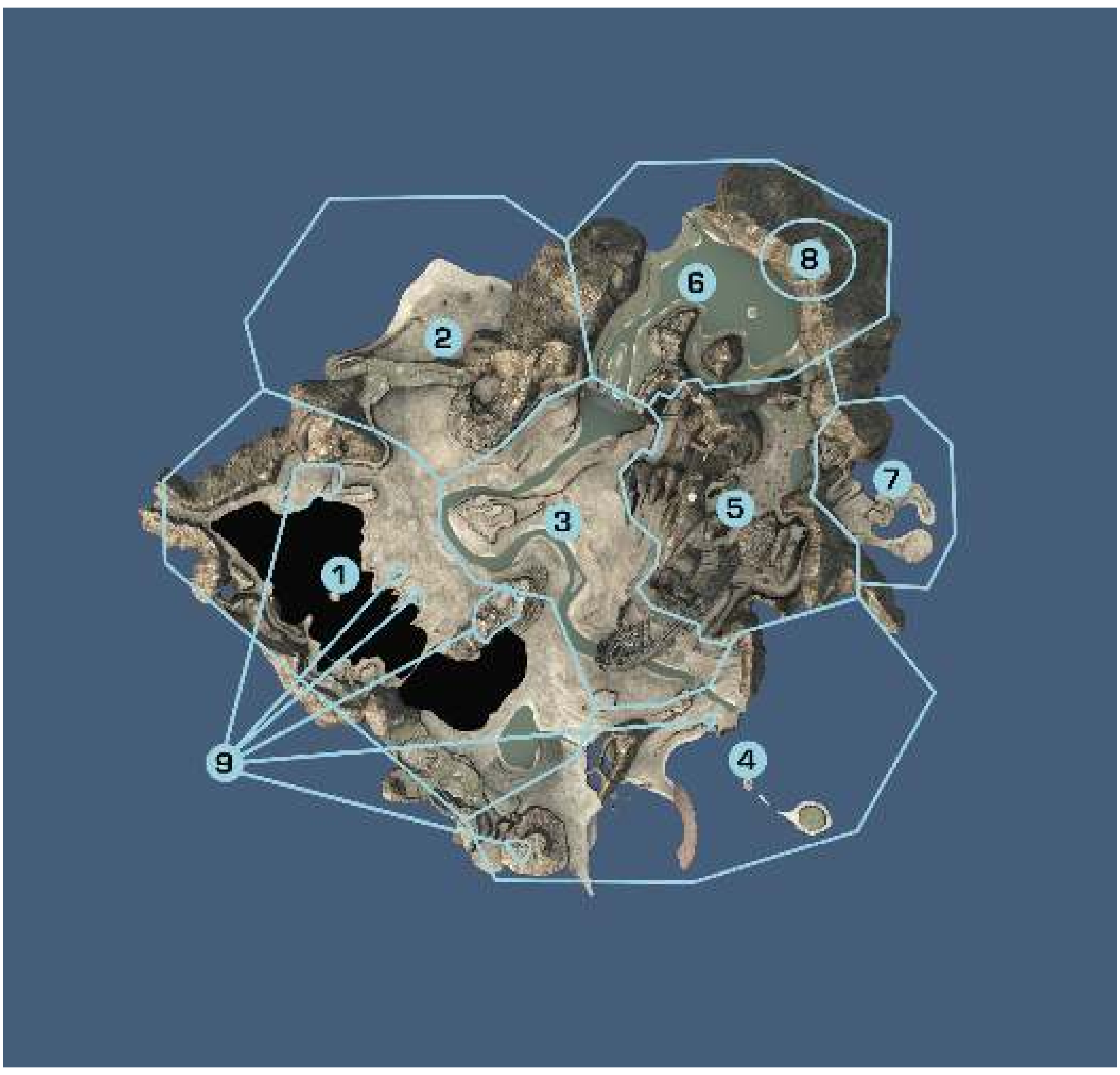
AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4	ITEM RARITY: 5
N/A	Whole Continent(scattered throughout the area in small doses)	Socha Guava	Timid Sunflower	Rock Armadillo	Noctilucent Dragonfly	Madness Hornet	Katoan Leaf	Earthfreezer	Socha Guava

Water's Surface, and Sky

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4
1	South Forest (Area Neighboring Waters)	Earthfreezer	Madness Hornet	Kusakiri Stag Beetle	Muneria Flower	Sekka Cosmos	Absop's Swallowtail	Scales of Justice
2	North Forest (Area Neighboring Waters)	Gluttonutan Clay	Chameleon Creeping Plant	Amana Durian	Babaco Leaf	False Cedar	Iguari(early morning, rain)	Bananaleaf
4	Falls (Area Neighboring Waters)	Katoan Leaf	Morphling Flounder	Loathsome Blob	Gesture Glove	Logunie's Driftwood Boat	Sour Plum	Eternal Moss
5	Rocky Mountain (Area Neighboring Waters)	Lea Lily	Strobing Horsefly	Gleaming Magnet	Fraudulent Mirror(early morning, rain)	Galjim Crystal	Hexagauge	Spherical EM Motor
8	Mountain Trail Area(can only be reached by flying)Neighboring Waters	Tenacious Moth	Prapaya	Caseras Mushroom	Noka Mirrorstone	Flowering Morrow Fern(early morning, rain)	3D Printer	Joadtank



Oblivia



Note

“Item Rarity” refers to the chance of picking up an item at the specified location, in order of highly likely **(1)** to rarely **(5)**.

Land, Water’s Surface, and Sky

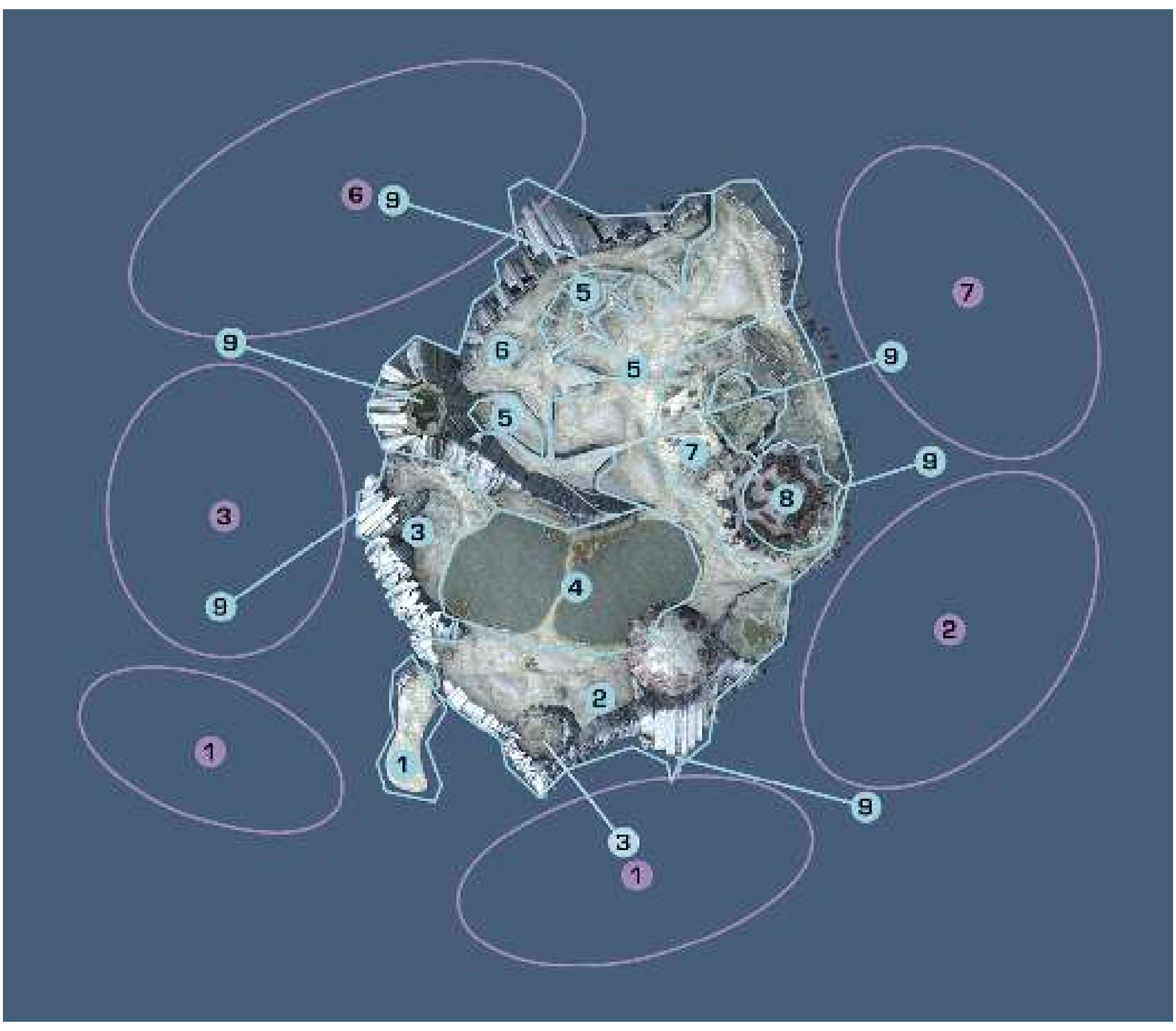
AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4
1	Crevasse Area	Fullbelly Gecko	Sacrificial Reactor	Cruise Deflector Air	Gormless Monkey	Magical Finding Rod	Multi-Mirror Solar Drone	5th Gen Recycler
2	Northern Coast Area	Imposter Bug	Doragaroo	Sand Cucumber	Shadow Fly	Common Stick Insect	Angel Stone	Myuena Cactus
3	Stream Area	Phantom Tanuki	Thornbox	Sandstone Etching	Wainess Fossil	Will Pepper	Royal Grape	Silvery Cactaceous Resin(early morning, rain)
4	Southern Coast Area	Denemozumi Mouse	Spine-O-Corrector	Jobo Primrose	Horned Helmet	Echo Rock	Illogical Etchings(early morning, rain)	Slasher Beetle
5	Mountain Area	Shinuyuni Garlic	Octo-Suka	Blast Chard	Suna Watermelon(early morning, rain)	Whip Scorpion	Fleeting Baboon	Spiked Pomegrana
6	Lake Area	Gubura Cabbage Leaf	Ultra Filter	Cosse Bean	Zedis Twig(early morning, rain)	Kiwegg	Beagflea Squash(early morning, rain)	Charupa Leaves
7	Cove Area	Jet Turtle	Eradicator Eyepiece	Gudo Rocambole	Steel Tail Sheath	Exubera Stalactite	Warbone	Ouroboros Bracelet
8	Floating Reef Area(can only be reached by flying)	Chameleon Sand	Strong Iron	Mya Oats	Perished Stone Spear	Exubera Stalactite	Illogical Etchings(early morning, rain)	Lost Memor Synthesizer
9	Cave Areas(scattered around in all caves)	Moleworm	Venus Jewel	Sandstone Etching	Wainess Fossil	Echo Rock	Beagflea Squash(early morning, rain)	Drum of Valor

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4	ITEM RARITY: 5
N/A	Whole Continent(scattered throughout the area in small doses)	Gubura Cabbage Leaf	Doragaroo	Jet Turtle	Fullbelly Gecko	Spine-O-Corrector	Ultra Filter	Strong Iron	Gubura Cabbage Leaf

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4	ITEM RARITY: 5
N/A	Stream Area(scattered around the stream in small doses)	Chameleon Sand	Thornbox	Sandstone Etching	Wainess Fossil	Will Pepper	Royal Grape	Silvery Cactaceous Resin(early morning, rain)	Nopolith

Collectopedia Locations

Sylvalum



Note

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Land

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4
1	Seabird's Beak Area	Exploding Pansy	Shimmering Skin	Antorus Rose	Taoman Acid(early morning, rain)	Shia Cattleya	Pomio Spore	Crystal Butterfly
2	Southern Sands Area	Spore Balloon	Bude Mugwort	Coldberry	Starmaker	Jagitos Copper	Dosoram Bean	Trying Crown
3	Western Sands Area	Straw Buoy	Stone Screw	Ruge Daikon	Coldberry	Grandan Rock	Shia Cattleya	Spirit Wand
4	Lake Area	Baibai Beetle	Yabuyabu Ointment	Antorus Rose	Cordless Transformer	Dosoram Bean	Decoy DNA	Mizaria Celery (used for squad missions)
5	Northern Sands Area	Flowering Egg	White Sand Beetle	Hard Skin	White Cassis	Pomio Spore	Camocloak(early morning, rain)	L-002 Dagoo Heat Ray(early morning, rain)
6	Great Sand Hill Area	Acton Rock Shards	Brilliant Green Liquid	Missile Wiring	Berzerker Unit	Decoy DNA	Thunderbolt Emblem(used for squad missions)	Beaporge(used for squad missions)
7	Delusian Mountains Area	Fullerene Coral	Double Helical Salt	Glassy Cricket	Hard Skin	Hello Transmitter	Thunderbolt Emblem	L-002 Dagoo Heat Ray(early morning, rain)
8	Lower Delusian Mountains Area	Sese Lily	Queen's Rapture	Diresheep	Stargazer	Affinity Soulchain	Rainy Cricket(early morning, rain)	Pale Maize
9	Cave Areas	Detilid Device	Dring Slick	Shido Persimmon	Diresheep	Yaya Sesame	Medusa Squid	Emerald Grape

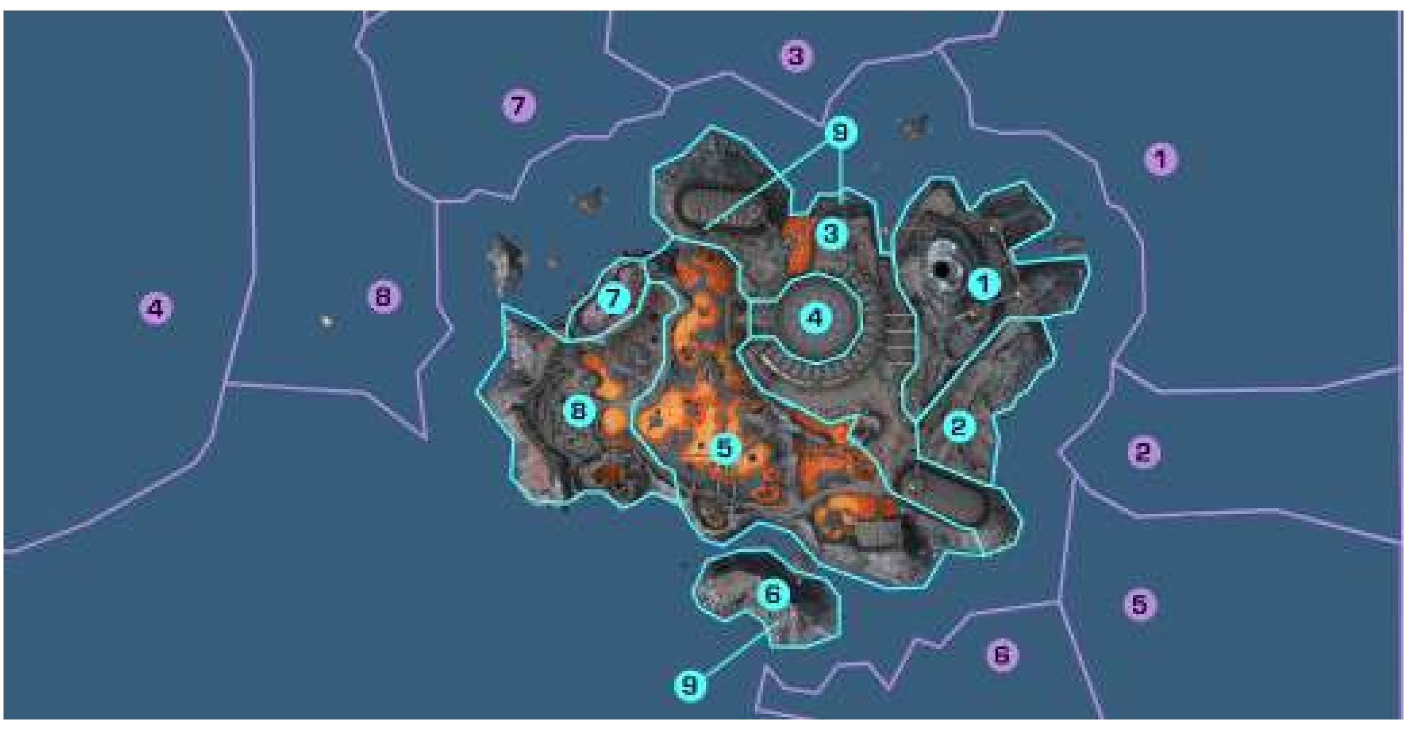
AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 1
N/A	Whole Continent	Bude Mugwort	White Sand Beetle	Dring Slick	Yabuyabu Ointment	Shimmering Skin	Double Helical Salt	Queen's Rapture	Stone Screw

Sylvalum Coast (Water's Surface and Sky)

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY: 4
1	Seabird's Beak Area Neighboring Coast(Southern Coast)	Exploding Pansy	Shimmering Skin	Antorus Rose	Taoman Acid(early morning, rain)	Shia Cattleya	Pomio Spore	Crystal Butterfly
2	Southern Sands Area Neighboring Coast(Southeast-East Coast)	Spore Balloon	Bude Mugwort	Coldberry	Starmaker	Jagitos Copper	Dosoram Bean	Trying Crown
3	Western Sands Area Neighboring Coast(Southwest-West Coast)	Straw Buoy	Stone Screw	Ruge Daikon	Coldberry	Grandan Rock	Shia Cattleya	Spirit Wand
6	Great Sand Hill Area Neighboring Coast(Northwest Coast)	Acton Rock Shards	Brilliant Green Liquid	Missile Wiring	Berzerker Unit	Decoy DNA	Thunderbolt Emblem(used for squad missions)	Beaporge(used for squad missions)
7	Delusian Mountains Area Neighboring Coast(Northeast Coast)	Fullerene Coral	Double Helical Salt	Glassy Cricket	Hard Skin	Hello Transmitter	Thunderbolt Emblem	L-002 Dagoo Heat Ray(early morning, rain)

Collectopedia Locations

Cauldros



Note

“Item Rarity” refers to the chance of picking up an item at the specified location, in order of highly likely **(1)** to rarely **(5)**.

Land, Water’s Surface, and Sky

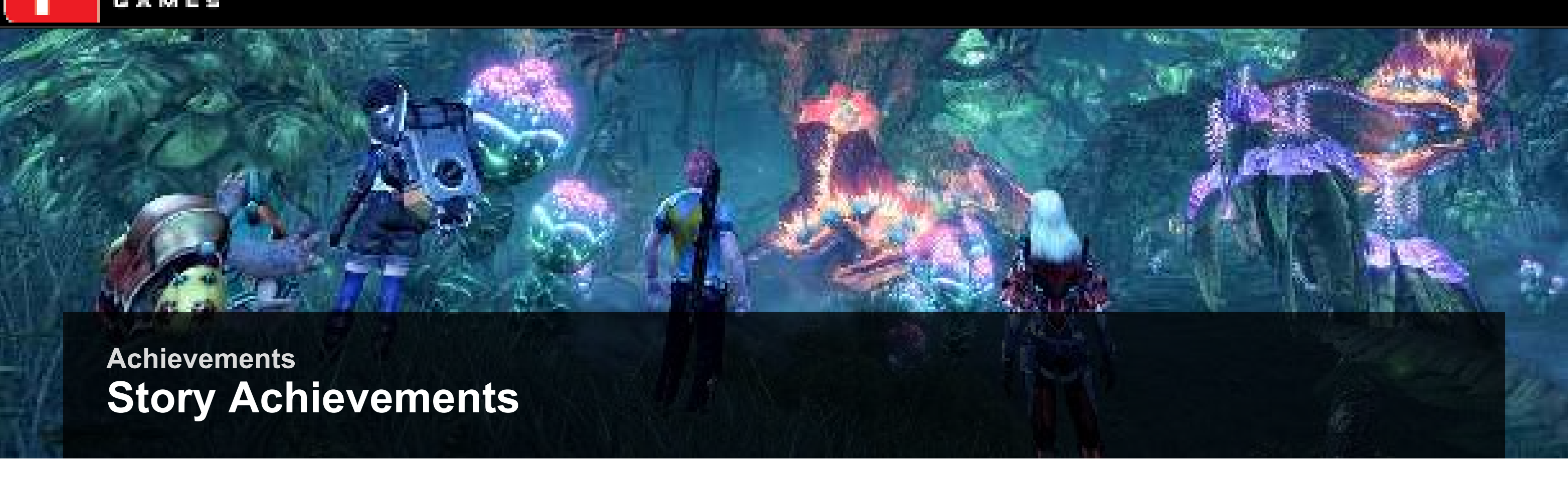
AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY:
1	Volcano Area	Zalon Dirt	Rod of Brutality +10	Rogebra Shockstone	Poron Tulip	Dulcet Goose(early morning, rain)	Zagyrin Cragstone	Bogano Weed
2	Kw’arah Cloister Area	Elemental Battery	Mega Muscle Builder	Icarus Wings	Megajolt Rattle	Extra-Large Cash Box	Superior Scepter	Savage Sketch
3	Castle Area	Exalting Paint	Oxygen Airbrake	Rogebra Shockstone	Spatial Control Jointer	FN Prototype 3	Doom Mask	Voltant Scanner
4	Castle Interior Area	Solar Wind Converter	Savage Claw	Autoposturizer(early morning, rain)	Spatial Control Jointer	Planter	Dithblade Fragment(early morning, rain)	Voltant Scanner
5	Magma Area	Cooling Lava	Charred Crock	Lava Chestnut	Capricious Kettle	Zagyrin Cragstone	Jaharmum	Cliord Oil(early morning, rain)
6	Solitary Island Area	Dark Lantern	Shooting Firefly	Kyatara Onion	Gyulali	Brambloo Shoot	Jaharmum	Mottled Mums
7	White Phosphorus Area	Pan-Analysis Chips	Sharpening Stone	Poron Tulip	Autiga Powder	Octopus Regulator	Planter	Belzadoze Scallions
8	Old Battleground Area	Abyssal Cricket	Champoline	Gun Snake	Bogano Sleeping Bag	Brambloo Shoot	Bullet Fly	Mottled Mums
9	Cave Area	Stone Lens	Cetecegem Beetle	Charged Cayenne	Demon Boar	Bullet Fly	Prickly Cricket	Lava Fox

Water’s Surface, and Sky

AREA NO.	AREA NAME	ITEM RARITY: 1	ITEM RARITY: 1	ITEM RARITY: 2	ITEM RARITY: 2	ITEM RARITY: 3	ITEM RARITY: 3	ITEM RARITY:
1	Volcano (Area Neighboring Waters)	Zalon Dirt	Rod of Brutality +10	Rogebra Shockstone	Poron Tulip	Dulcet Goose(early morning, rain)	Zagyrin Cragstone	Bogano Weed
2	Kw’arah Cloister (Area Neighboring Waters)	Elemental Battery	Mega Muscle Builder	Icarus Wings	Megajolt Rattle	Extra-Large Cash Box	Superior Scepter	Savage Sketch
3	Castle (Area Neighboring Waters)	Exalting Paint	Oxygen Airbrake	Rogebra Shockstone	Spatial Control Jointer	FN Prototype 3	Doom Mask	Voltant Scanner
4	Castle Interior (Area Neighboring Waters)	Solar Wind Converter	Savage Claw	Autoposturizer(early morning, rain)	Spatial Control Jointer	Planter	Dithblade Fragment(early morning, rain)	Voltant Scanner
5	Magma (Area Neighboring Waters)	Cooling Lava	Charred Crock	Lava Chestnut	Capricious Kettle	Zagyrin Cragstone	Jaharmum	Cliord Oil(early morning, rain)
6	Solitary Island (Area Neighboring Waters)	Dark Lantern	Shooting Firefly	Kyatara Onion	Gyulali	Brambloo Shoot	Jaharmum	Mottled Mums
7	White Phosphorus (Area Neighboring Waters)	Pan-Analysis Chips	Sharpening Stone	Poron Tulip	Autiga Powder	Octopus Regulator	Planter	Belzadoze Scallions
8	Old Battleground (Area Neighboring Waters)	Abyssal Cricket	Champoline	Gun Snake	Bogano Sleeping Bag	Brambloo Shoot	Bullet Fly	Mottled Mums

Tatsu’s Tips: So Much Data!

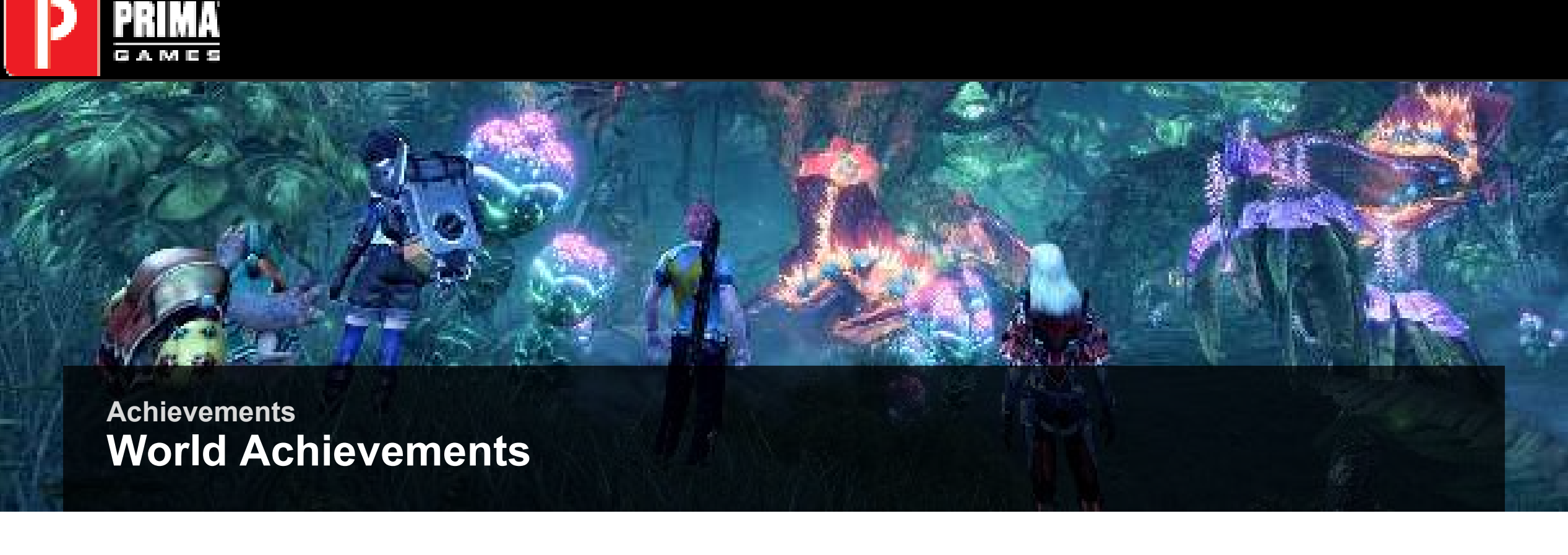
For detailed coverage of shop data, AM terminals and more, check out your free eGuide at primagames.com.



Achievements

Story Achievements

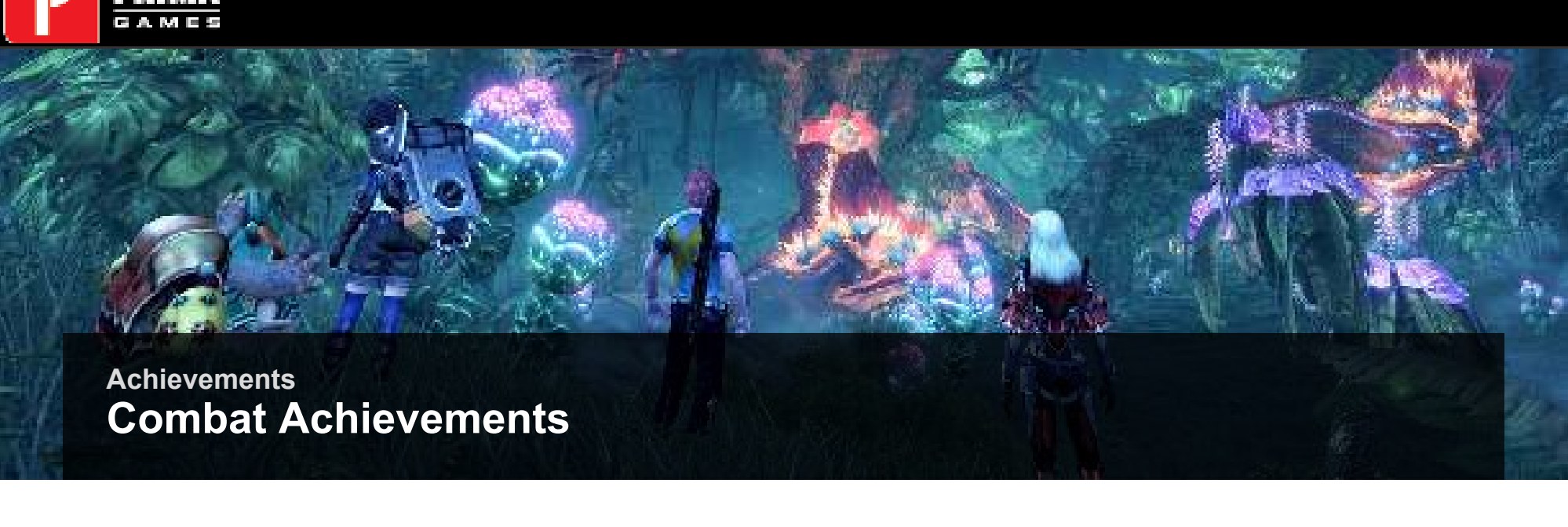
NAME	CONDITIONS
Prologue in Progress (1/5)	Completed part 1 of 5 of the Prologue.
Prologue in Progress (2/5)	Completed part 2 of 5 of the Prologue.
Prologue in Progress (3/5)	Completed part 3 of 5 of the Prologue
Prologue in Progress (4/5)	Completed part 4 of 5 of the Prologue.
Prologue in Progress (5/5)	Completed part 5 of 5 of the Prologue.
Chapter 1 in Progress (1/5)	Completed part 1 of 5 of Chapter 1.
Chapter 1 in Progress (2/5)	Completed part 2 of 5 of Chapter 1.
Chapter 1 in Progress (3/5)	Completed part 3 of 5 of Chapter 1.
Chapter 1 in Progress (4/5)	Completed part 4 of 5 of Chapter 1.
Chapter 1 in Progress (5/5)	Completed part 5 of 5 of Chapter 1.
Chapter 2 in Progress (1/4)	Completed part 1 of 4 of Chapter 2.
Chapter 2 in Progress (2/4)	Completed part 2 of 4 of Chapter 2.
Chapter 2 in Progress (3/4)	Completed part 3 of 4 of Chapter 2.
Chapter 2 in Progress (4/4)	Completed part 4 of 4 of Chapter 2.
Chapter 3 in Progress (1/4)	Completed part 1 of 4 of Chapter 3.
Chapter 3 in Progress (2/4)	Completed part 2 of 4 of Chapter 3.
Chapter 3 in Progress (3/4)	Completed part 3 of 4 of Chapter 3.
Chapter 3 in Progress (4/4)	Completed part 4 of 4 of Chapter 3.
Chapter 4 in Progress (1/4)	Completed part 1 of 4 of Chapter 4.
Chapter 4 in Progress (2/4)	Completed part 2 of 4 of Chapter 4.
Chapter 4 in Progress (3/4)	Completed part 3 of 4 of Chapter 4.
Chapter 4 in Progress (4/4)	Completed part 4 of 4 of Chapter 4.
Chapter 5 in Progress (1/5)	Completed part 1 of 5 of Chapter 5.
Chapter 5 in Progress (2/5)	Completed part 2 of 5 of Chapter 5.
Chapter 5 in Progress (3/5)	Completed part 3 of 5 of Chapter 5.
Chapter 5 in Progress (4/5)	Completed part 4 of 5 of Chapter 5.
Chapter 5 in Progress (5/5)	Completed part 5 of 5 of Chapter 5.
Chapter 6 in Progress (1/4)	Completed part 1 of 4 of Chapter 6.
Chapter 6 in Progress (2/4)	Completed part 2 of 4 of Chapter 6.
Chapter 6 in Progress (3/4)	Completed part 3 of 4 of Chapter 6.
Chapter 6 in Progress (4/4)	Completed part 4 of 4 of Chapter 6.
Chapter 7 in Progress (1/4)	Completed part 1 of 4 of Chapter 7.
Chapter 7 in Progress (2/4)	Completed part 2 of 4 of Chapter 7.
Chapter 7 in Progress (3/4)	Completed part 3 of 4 of Chapter 7.
Chapter 7 in Progress (4/4)	Completed part 4 of 4 of Chapter 7.
Chapter 8 in Progress (1/3)	Completed part 1 of 3 of Chapter 8.
Chapter 8 in Progress (2/3)	Completed part 2 of 3 of Chapter 8.
Chapter 8 in Progress (3/3)	Completed part 3 of 3 of Chapter 8.
Chapter 9 in Progress (1/4)	Completed part 1 of 4 of Chapter 9.
Chapter 9 in Progress (2/4)	Completed part 2 of 4 of Chapter 9.
Chapter 9 in Progress (3/4)	Completed part 3 of 4 of Chapter 9.
Chapter 9 in Progress (4/4)	Completed part 4 of 4 of Chapter 9.
Chapter 10 in Progress (1/3)	Completed part 1 of 3 of Chapter 10.
Chapter 10 in Progress (2/3)	Completed part 2 of 3 of Chapter 10.
Chapter 10 in Progress (3/3)	Completed part 3 of 3 of Chapter 10.
Chapter 11 in Progress (1/4)	Completed part 1 of 4 of Chapter 11.
Chapter 11 in Progress (2/4)	Completed part 2 of 4 of Chapter 11.
Chapter 11 in Progress (3/4)	Completed part 3 of 4 of Chapter 11.
Chapter 11 in Progress (4/4)	Completed part 4 of 4 of Chapter 11.
Chapter 12 in Progress (1/5)	Completed part 1 of 5 of Chapter 12.
Chapter 12 in Progress (2/5)	Completed part 2 of 5 of Chapter 12.
Chapter 12 in Progress (3/5)	Completed part 3 of 5 of Chapter 12.
Chapter 12 in Progress (4/5)	Completed part 4 of 5 of Chapter 12.
Chapter 12 in Progress (5/5)	Completed part 5 of 5 of Chapter 12.
An Offer of Aid	Accepted a basic, normal, or affinity mission.
Mission Accomplished	Completed a basic, normal, or affinity mission for the first time.
The Helper	Completed 10 basic, normal, or affinity missions.
The Handyman	Completed 50 basic, normal, or affinity missions.
The Jack-of-All-Trades	Completed 100 basic, normal, or affinity missions.
Levelheaded	Completed the mission "BLADE Level Basics."
Keys to a Skell	Completed the mission "The Skell License."
A Girl's Wings	Completed the mission "A Girl's Wings."
Initial Victory	Completed an online mission.
Honorable Victory	Completed 10 online missions.
Glorious Victory	Completed 100 online missions.
Brilliant Victory	Completed 200 online missions.
Let's Do This!	Accepted a basic mission.
Piece of Cake	Completed a basic mission for the first time.
Keep On Keepin' On	Completed 10 basic missions.
Steady as She Goes	Completed 100 basic missions.
The Rough Road	Completed 300 basic missions.
Affinity Values	Accepted an affinity mission.
Affinity Engaged	Completed an affinity mission for the first time.
Affinity Nurtured	Completed 10 affinity missions.
Affinity Growing	Completed 20 affinity missions.
Affinity Bursting	Completed 40 affinity missions.
The Agony of Defeat	Failed an online mission.
Squad Task Rookie	Contributed to a squad task for the first time.
Squad Task Sophomore	Contributed to squad tasks 100 times.
Squad Task Veteran	Contributed to squad tasks 500 times.
Squad Task Overlord	Contributed to squad tasks 1,000 times.
BLADE Mission Novice	Completed a BLADE mission for the first time.
BLADE Mission Expert	Completed 3 of BLADE missions.
BLADE Mission Master	Completed 5 of BLADE missions.
Overloaded	Accepted 20 normal, basic, or affinity missions at once.
Executive Decision	Made a life-or-death decision during a certain mission.
Plastic Surgeon	Helped make Yardley's unauthorized Lifepod a reality.
The Black Lifehold	Completed the mission "Black Lifehold."
The White Lifehold	Completed the mission "White Lifehold."
Knight in Shining Armor	Completed the mission "Rise of the Blood Lobster."
White Gold	Completed the mission "Gold Rush."
The End of an Idealist	Completed the mission "Alex's Last Stand."
Grand Opening	Completed the mission "Booming Business."
Stepping Out	Completed the mission "The Probe-fessional."
Industry Secrets	Completed the mission "A New Frontier."
Probe Provider	Completed the mission "Data Probe Revolution."
Miranium Monetizer	Completed the mission "The Platinum Membership."
The Pride of the Ma-non	Completed the mission "Murder Most Foul."
The Shape-Shifter	Completed the mission "Rites of Ruin."
A Legendary Quest	Completed the mission "The Sword of Legendaryness."
Battle Gauntlet Champion	Completed the mission "The Gauntlet."
Ovah Rebellion	Completed the mission "A Fateful Choice."
The Last Man	Completed the mission "The Lurker."
Golbogga Uncovered	Completed the mission "The Old Gods."
Agency Infiltrator	Completed the mission "Definian Downfall."
Factory Fun	Completed the mission "Professorial."
The Biahno Tragedy	Completed the mission "Lakeside Getaway."
This Cruel World	Completed the mission "Predator and Prey."
Fireworks	Completed the mission "Sparking a Smile."
Tree Clan Immigration	Completed the mission "Prone Sweet Prone."
Cavern Clan Immigration	Completed the mission "Cavern Crushers."
Nopon Immigration	Completed the mission "BFFs."
Orphe Immigration	Completed the mission "Rescue at the Ensconced Citadel."
Zaruboggan Immigration	Completed the mission "Dead Men Tell No Tales."
Wrothian Immigration	Completed the mission "A Challenger Approaches."
Definian Immigration	Completed the mission "Attack on Biahno Hills."
B°&7k%±I Immigration	Completed the mission "Mystery Man."
New Friend Immigration	Completed the mission "Manhunt."
Mechanical Immigration	Completed the mission "Good Fortun."
The Jolly Xeno Joins Up	Accepted L into your party.
The Hot Temper Joins Up	Accepted Irina into your party.
The Farmboy Joins Up	Accepted Gwin into your party.
The Master Sniper Joins Up	Accepted Lao into your party.
The Tough Guy Joins Up	Accepted Doug into your party.
The Secretary Joins Up	Accepted Nagi into your party.
The Xeno Girl Joins Up	Accepted Celica into your party.
The Killer Ostrich Joins Up	Accepted Frye into your party.
The Quiet One Joins Up	Accepted Phog into your party.
The Deadly One Joins Up	Accepted the Murderess into your party.
The Kindly One Joins Up	Accepted Hope into your party.
The Rookie Joins Up	Accepted Mia into your party.
The Team Leader's Routine	Met Elma during her off-duty hours.
The Genius Girl's Routine	Met Lin during her off-duty hours.
The Jolly Xeno's Routine	Met L during his off-duty hours.
The Hot Temper's Routine	Met Irina During her off-duty hours.
The Farmboy's Routine	Met Gwin during his off-duty hours.
The Tough Guy's Routine	Met Doug during his off-duty hours.
The Secretary's Routine	Met Nagi during his off-duty hours.
The Xeno Girl's Routine	Met Celica during her off-duty hours.
The Killer Ostrich's Routine	Met Frye during his off-duty hours.
The Quiet One's Routine	Met Phog during his off-duty hours.
The Deadly One's Routine	Met the Murderess during her off-duty hours.
The Kindly One's Routine	Met Hope during her off-duty hours.
The Rookie's Routine	Met Mia during her off-duty hours.
The Team Leader's Heart	Reached maximum Affinity with Elma.
The Genius Girl's Heart	Reached maximum Affinity with Lin.
The Jolly Xeno's Heart	Reached maximum Affinity with L.
The Hot Temper's Heart	Reached maximum Affinity with Irina.
The Farmboy's Heart	Reached maximum Affinity with Gwin.
The Tough Guy's Heart	Reached maximum Affinity with Doug.
The Secretary's Heart	Reached maximum Affinity with Nagi.
The Xeno Girl's Heart	Reached maximum Affinity with Celica.
The Killer Ostrich's Heart	Reached maximum Affinity with Frye.
The Quiet One's Heart	Reached maximum Affinity with Phog.
The Deadly One's Heart	Reached maximum Affinity with the Murderess.
The Kindly One's Heart	Reached maximum Affinity with Hope.
The Rookie's Heart	Reached maximum Affinity with Mia.
Acquaintance	Increased Affinity with someone slightly.
Good Friend	Increased Affinity with someone moderately.
Best Friend	Increased Affinity with someone significantly.
Reliable Partner	Reached maximum Affinity with someone.
First Info Obtained	Gathered info for the first time.
Info Lover	Gathered info 10 times.
Well-Informed	Gathered info 50 times.
Informant	Gathered info 100 times.
Underground Informant	Gathered info 500 times.
All Info Completed!	Gathered info 1,000 times.
Byte Info	Gathered significant info for the first time.
Mega Info	Gathered significant info 50 times.
Giga Info	Gathered significant info 100 times.
Tera Info	Gathered significant info 200 times.



Achievements

World Achievements

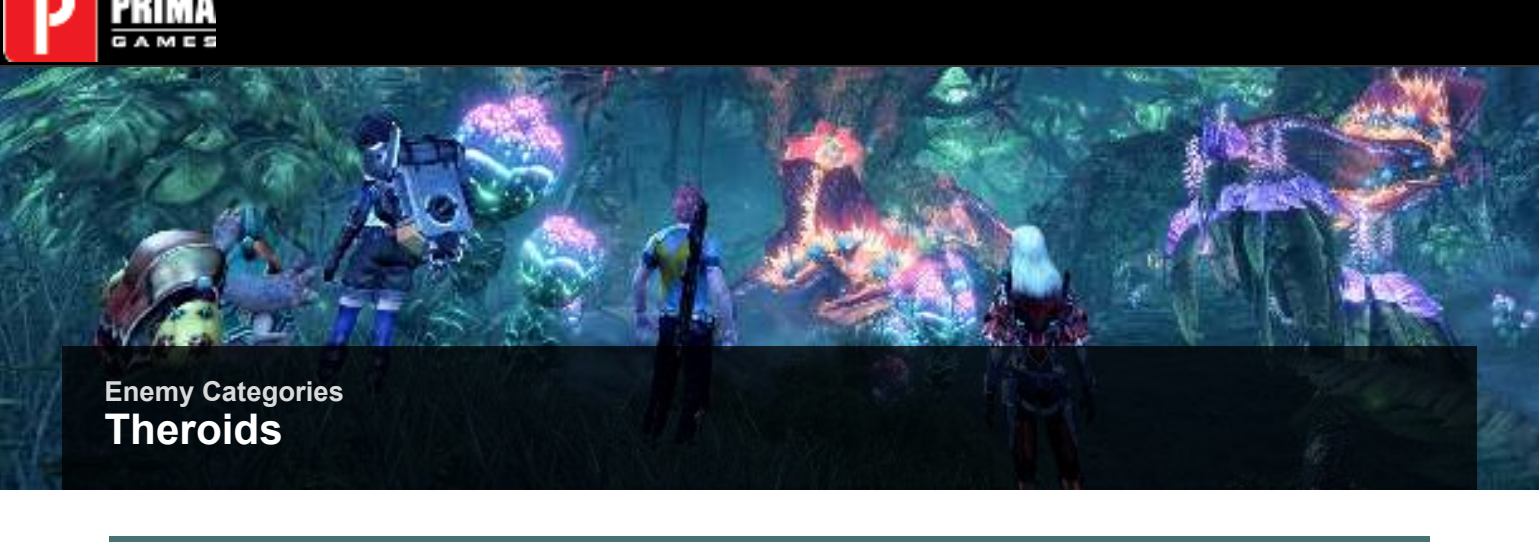
NAME	CONDITIONS
Happy Hands	Won a treasure deal for the first time.
Lucky Hands	Won treasure deals 5 times.
Fortunate Hands	Won treasure deals 10 times.
Divine Hands	Won treasure deals 20 times.
Novice Dealer	Presented an item to a treasure deal for the first time.
Experienced Dealer	Presented items to a treasure deal 10 times.
Trustworthy Dealer	Presented items to a treasure deal 50 times.
Divine Dealer	Presented items to a treasure deal 100 times.
Our Hero	Got scouted by another BLADE for the first time.
Homecoming Royalty	Got scouted by other BLADEs 3 times.
New Recruiter	Scouted another BLADE for the first time.
Aspiring Headhunter	Scouted other BLADEs 10 times.
Employment Agent	Scouted other BLADEs 50 times.
Scout Leader	Scouted other BLADEs 100 times.
The New Reporter	Field a BLADE report for the first time.
You Tell ’Em!	Recommended another player’s BLADE report for the first time.
Online Rookie	Played online with other players 10 times.
Online Veteran	Played online with other players 50 times.
Online Master	Played online with other players 100 times.
Sakuraba Grunt	Increased Sakuraba Industries to level 2.
Sakuraba Manager	Increased Sakuraba Industries to level 4.
Sakuraba CEO	Increased Sakuraba Industries to level 5.
Grenada Grunt	Increased Grenada Galactic to level 2.
Grenada Manager	Increased Grenada Galactic to level 4.
Grenada CEO	Increased Grenada Galactic to level 5.
C&C Grunt	Increased Candid & Credible to level 2.
C&C Manager	Increased Candid & Credible to level 4.
C&C CEO	Increased Candid & Credible to level 5.
Meredith Grunt	Increased Meredith & Co. to level 2.
Meredith Manager	Increased Meredith & Co. to level 4.
Meredith CEO	Increased Meredith & Co. to level 5.
Six Stars Grunt	Increased Six Stars to level 2.
Six Stars Manager	Increased Six Stars to level 4.
Six Stars CEO	Increased Six Stars to level 5.
Orphean Tech Grunt	Increased Orphean Technologies to level 2.
Orphean Tech Manager	Increased Orphean Technologies to level 4.
Orphean Tech CEO	Increased Orphean Technologies to level 5.
Nopon CG Grunt	Increased the Nopon Commerce Guild to level 2.
Nopon CG Manager	Increased the Nopon Commerce Guild to level 4.
Nopon CG CEO	Increased the Nopon Commerce Guild to level 5.
Factory 1.21 Grunt	Increased Factory 1.21 to level 2.
Factory 1.21 Manager	Increased Factory 1.21 to level 4.
Factory 1.21 CEO	Increased Factory 1.21 to level 5.
Affinity Chart Flunky	Surpassed 10 characters on the Affinity Chart.
Affinity Chart Trustee	Surpassed 50 characters on the Affinity Chart.
Affinity Chart City Mayor	Surpassed 100 characters on the Affinity Chart.
Affinity Chart Governor	Surpassed 200 characters on the Affinity Chart.
Affinity Chart President	Surpassed 300 characters on the Affinity Chart.
Relationship Starter	Revealed 10 relationships between characters on the Affinity Chart.
Relationship Connoisseur	Revealed 50 relationships between characters on the Affinity Chart.
Relationship Aficionado	Revealed 100 relationships between characters on the Affinity Chart.
Relationship Ninja	Revealed 200 relationships between characters on the Affinity Chart.
Relationship Master	Revealed 300 relationships between characters on the Affinity Chart.
Thankful for Encounters	Added 10 other players to the Affinity Chart.
Thrilled for Encounters	Added 50 other players to the Affinity Chart.
Moved by Encounters	Added 100 other players to the Affinity Chart.
DIY Novice	Customized the Barracks for the first time.
DIY Fanatic	Customized the Barracks 30 times.
DIY Master	Customized the Barracks 100 times.
The Collector	Obtained 50 holofigures.
The Enthusiast	Obtained 100 holofigures.
The Geek	Obtained 453 holofigures.
First Figure	Displayed a holofigure in the Barracks for the first time.
A Few Figures	Displayed 3 holofigures in the Barracks.
So Many Figures	Displayed 5 holofigures in the Barracks.
My Cute Fluffball	Obtained a pet for the Barracks.
Novice Pioneer	Discovered 20 areas.
Experienced Pioneer	Discovered 60 areas.
Expert Pioneer	Discovered 100 areas.
Novice Traveler	Discovered 10 landmarks.
Experienced Traveler	Discovered 50 landmarks.
Expert Traveler	Discovered 70 landmarks.
Novice Explorer	Discovered 5 sightseeing spots (unexplored territories or scenic viewpoints.)
Experienced Explorer	Discovered 15 sightseeing spots (unexplored territories or scenic viewpoints.)
Expert Explorer	Discovered 30 sightseeing spots (unexplored territories or scenic viewpoints.)
Standing on Primordia	Discovered Primordia.
Entering Noctilum	Discovered Noctilum.
Exploring Oblivia	Discovered Oblivia.
Invading Sylvalum	Discovered Sylvalum.
At Last: Cauldros	Discovered Cauldros.
Welcome to New Los Angeles	Discovered New Los Angeles.
The Heavenly Idyll Beach	Discovered the Idyll Beach unexplored territory.
Exploring Stonelattice Cavern	Discovered the Stonelattice Cavern unexplored territory.
Scouting the Turtle Nest	Discovered the Turtle Nest unexplored territory.
Wonders of Wonderment Bluff	Discovered the Wonderment Bluff unexplored territory.
Exploring the Rock Cavern	Discovered the Rock Cavern unexplored territory.
Colors of the Ensanguined Font	Discovered the Ensanguined Font unexplored territory.
Searching Orochi’s Belly	Discovered the Orochi’s Belly unexplored territory.
The Hidden Millstone Ridge	Discovered the Millstone Ridge unexplored territory.
Welcome to Whale’s Weeper	Discovered the Whale’s Weeper unexplored territory.
Searching Sentinel’s Nest	Discovered the Sentinel’s Nest unexplored territory.
Relaxing at Beachside Trove	Discovered the Beachside Trove unexplored territory.
The Alluring Primeval Meadow	Discovered the Primeval Meadow unexplored territory.
The Enigmatic Cryptic Sign	Discovered the Cryptic Sign unexplored territory.
On Great Washington Isle	Discovered the Great Washington Isle unexplored territory.
The Bottom of Crater Oasis	Discovered the Crater Oasis unexplored territory.
Entering Quay Hollows	Discovered the Quay Hollows unexplored territory.
The Dim of Behemoth’s Shadows	Discovered the Behemoth’s Shadows unexplored territory.
From Abyss Reservoir	Discovered the Abyss Reservoir unexplored territory.
Sprinting to Sandsprint Cavity	Discovered the Sandsprint Cavity unexplored territory.
Within the Noctilucent Sphere	Discovered the Noctilucent Sphere Interior unexplored territory.
Invading the Ganglion Antropolis	Discovered the Ganglion Antropolis unexplored territory.
Scouting Bandit’s Revenge	Discovered the Bandits’ Refuge unexplored territory.
The Glorious Kw’awah Cloister	Discovered the Kw’awah Cloister unexplored territory.
Finding the Infernal Ledges	Discovered the Infernal Ledges unexplored territory.
The View from Headwater Cliff	Discovered the Headwater Cliff scenic viewpoint.
Scaling Talon Rock Prominence	Discovered the Talon Rock Prominence scenic viewpoint.
Conquering Yagami’s Vista	Discovered the Yagami’s Vista scenic viewpoint.
Conquering Decapotamon Vista	Discovered the Decapotamon Vista scenic viewpoint.
The Cascade Isle View	Discovered the Cascade Isle scenic viewpoint.
Arriving Atop the Giant Ring	Discovered the Atop the Giant Ring scenic viewpoint.
The Deep Trench of Azure Lagoon	Discovered the Azure Lagoon scenic viewpoint.
Discovering the Kintrees	Discovered the Kintrees scenic viewpoint.
Climbing Mount Edge Peak	Discovered the Mount Edge Peak scenic viewpoint.
Overlooking Xanadu Overlook	Discovered the Xanadu Overlook scenic viewpoint.
The Discovery of Arc Rock	Discovered the Arc Rock scenic viewpoint.
The Glow of White Phosphor Lake	Discovered the White Phosphor Lake scenic viewpoint.
The Waters of M’gando Mineral Spring	Discovered the M’gando Mineral Spring scenic viewpoint.
The View from Skygazer’s Atrium	Discovered the Skygazer’s Atrium scenic viewpoint.
Recalling the Forgotten Mining Frigates	Discovered the Forgotten Mining Frigates scenic viewpoint.
Upon the O’rrh Sim Castle Ruins	Discovered the O’rrh Sim Castle Ruins scenic viewpoint.
At the M’gando Volcanic Crater	Discovered the M’gando Volcanic Crater scenic viewpoint.
Venturing Beneath O’rrh Sim Keep	Discovered the Beneath O’rrh Sim Keep scenic viewpoint.
Primordia: Starting Survey	Surveyed 20 percent of Primordia.
Primordia: Survey Underway	Surveyed 40 percent of Primordia.
Primordia: Survey Proceeding	Surveyed 60 percent of Primordia.
Primordia: Final Survey	Surveyed 80 percent of Primordia.
Primordia: Survey Complete	Surveyed all of Primordia.
Noctilum: Starting Survey	Surveyed 20 percent of Noctilum.
Noctilum: Survey Underway	Surveyed 40 percent of Noctilum.
Noctilum: Survey Proceeding	Surveyed 60 percent of Noctilum.
Noctilum: Final Survey	Surveyed 80 percent of Noctilum.
Noctilum: Survey Complete	Surveyed all of Noctilum.
Oblivia: Starting Survey	Surveyed 20 percent of Oblivia.
Oblivia: Survey Underway	Surveyed 40 percent of Oblivia.
Oblivia: Survey Proceeding	Surveyed 60 percent of Oblivia.
Oblivia: Final Survey	Surveyed 80 percent of Oblivia.
Oblivia: Survey Complete	Surveyed all of Oblivia.
Sylvalum: Starting Survey	Surveyed 20 percent of Sylvalum.
Sylvalum: Survey Underway	Surveyed 40 percent of Sylvalum.
Sylvalum: Survey Proceeding	Surveyed 60 percent of Sylvalum.
Sylvalum: Final Survey	Surveyed 80 percent of Sylvalum.
Sylvalum: Survey Complete	Surveyed all of Sylvalum.
Cauldros: Starting Survey	Surveyed 20 percent of Cauldros.
Cauldros: Survey Underway	Surveyed 40 percent of Cauldros.
Cauldros: Survey Proceeding	Surveyed 60 percent of Cauldros.
Cauldros: Final Survey	Surveyed 80 percent of Cauldros.
Cauldros: Survey Complete	Surveyed all of Cauldros.
I.D.: Starting Survey	Surveyed 20 percent of NLA’s Industrial District.
I.D.: Survey Underway	Surveyed 40 percent of NLA’s Industrial District.
I.D.: Survey Proceeding	Surveyed 60 percent of NLA’s Industrial District.
I.D.: Final Survey	Surveyed 80 percent of NLA’s Industrial District.
I.D.: Survey Complete	Surveyed all of NLA’s Industrial District.
C.D.: Starting Survey	Surveyed 20 percent of NLA’s Commercial District.
C.D.: Survey Underway	Surveyed 40 percent of NLA’s Commercial District.
C.D.: Survey Proceeding	Surveyed 60 percent of NLA’s Commercial District.
C.D.: Final Survey	Surveyed 80 percent of NLA’s Commercial District.
C.D.: Survey Complete	Surveyed all of NLA’s Commercial District.
R.D.: Starting Survey	Surveyed 20 percent of NLA’s Residential District.
R.D.: Survey Underway	Surveyed 40 percent of NLA’s Residential District.
R.D.: Survey Proceeding	Surveyed 60 percent of NLA’s Residential District.
R.D.: Final Survey	Surveyed 80 percent of NLA’s Residential District.
R.D.: Survey Complete	Surveyed all of NLA’s Residential District.
A.D.: Starting Survey	Surveyed 20 percent of NLA’s Administrative District.
A.D.: Survey Underway	Surveyed 40 percent of NLA’s Administrative District.
A.D.: Survey Proceeding	Surveyed 60 percent of NLA’s Administrative District.
A.D.: Final Survey	Surveyed 80 percent of NLA’s Administrative District.
A.D.: Survey Complete	Surveyed all of NLA’s Administrative District.
Ma-non Ship: Starting Survey	Surveyed 20 percent of the Ma-non Ship.
Ma-non Ship: Survey Underway	Surveyed 40 percent of the Ma-non Ship.
Ma-non Ship: Survey Proceeding	Surveyed 60 percent of the Ma-non Ship.
Ma-non Ship: Final Survey	Surveyed 80 percent of the Ma-non Ship.
Ma-non Ship: Survey Complete	Surveyed all of the Ma-non Ship.
Barracks: Starting Survey	Surveyed 20 percent of the BLADE Barracks.
Barracks: Survey Underway	Surveyed 40 percent of the BLADE Barracks.
Barracks: Survey Proceeding	Surveyed 60 percent of the BLADE Barracks.
Barracks: Final Survey	Surveyed 80 percent of the BLADE Barracks.
Barracks: Survey Complete	Surveyed all of the BLADE Barracks.
Mira Revealed	Surveyed all of planet Mira.
Novice Collector	Obtained a collectible for the first time.
Casual Collector	Obtained 500 collectibles.
Intermediate Collector	Obtained 1,000 collectibles.
Expert Collector	Obtained 2,000 collectibles.
First Panel Set	Registered an item to the Collectopedia.
First Lucky Panel	Registered an item to the Lucky Panel in the Collectopedia.
First Row Complete	Completed a row in the Collectopedia for the first time.
Rows Half Complete	Completed 25 rows in the Collectopedia.
First Category Complete	Completed a category in the Collectopedia for the first time.
Categories Half-Complete	Completed 5 categories in the Collectopedia.
All Categories Complete	Completed all 10 categories in the Collectopedia.
First Region Complete	Completed a region in the Collectopedia for the first time.
All Regions Complete	Completed all 5 regions in the Collectopedia.
The Seeker	Completed the Collectopedia!
My First Treasure	Opened a field treasure for the first time.
Treasure Expert	Opened 100 field treasures.
Treasure Master	Opened 250 field treasures.
Treasure King	Opened 500 field treasures.
Biological Skill Developed	Increased your biological field-skill level.
Mechanical Skill Developed	Increased your mechanical field-skill level.
Archaeological Skill Developed	Increased your archaeological field-skill level.
All Skills Complete	Maximized all field skills.
Field Action Beginner	Completed field actions 100 times.
Field Action Learner	Completed field actions 300 times.
Field Action Expert	Completed field actions 600 times.
Data Probe Install Started	Installed 30 data probes.
Data Probe Install Ongoing	Installed 50 data probes.
Data Probe Install Complete	Installed 104 data probes.
FrontierNav Rookie	Installed adjacent probes to form a three-probe chain.
FrontierNav Specialist	Installed adjacent probes to form a five-probe chain.
FrontierNav Expert	Installed adjacent probes to form an eight-probe chain.
Virtual Tourism Novice	Earned 300,000 in FrontierNav revenue.
Virtual Tourism Specialist	Earned 1,000,000 in FrontierNav revenue.
Virtual Tourism King	Earned 3,000,000 in FrontierNav revenue.
Miranium Collector	Mined 10,000 units of miranium.
Miranium Hoarder	Mined 100,000 units of miranium.
Miranium King	Mined 1,000,000 units of miranium.
Have a Nice Trip	Used fast travel for the first time.
Rookie Traveler	Used fast travel 100 times.
Experienced Traveler	Used fast travel 500 times.
Frequent Flier	Used fast travel 1,000 times.
Diving to Freedom	Fell into a pit for the first time.
Diving Freak	Fell into pits 100 times.
Bad Weather	Saw rain/thunderstorms/heavy rain 100 times.
Legendarily Bad Weather	Saw rain/thunderstorms/heavy rain 300 times.
My Skell	Purchased a Skell for the first time.
Skell Collector	Purchased 4 Skells.
Skell Nut	Purchased 30 Skells.
Skell Pilot	Boarded a Skell for the first time.
Burned-Out Pilot	Ran out of Skell fuel for the first time.
Wealthy	Accumulated 100,000 credits.
Millionaire	Accumulated 1,000,000 credits.
Billionaire	Accumulated 10,000,000 credits.
Moderate Spender	Spent 50,000 credits.
Big Spender	Spent 500,000 credits.
Absurd Spender	Spent 5,000,000 credits.
Slot Challenger	Added an augment slot.
Slot Freak	Added 50 augment slots.
Slot Machine	Added 777 augment slots.
Resort Vibes	Obtained a swimsuit.
Gone Swimmin’	Wore a swimsuit.
BLADE Vet	Reached BLADE level 2.
BLADE Superstar	Reached BLADE level 10.
Let’s Chat	Spoke with characters 20 times.
Mmm-hmm…	Spoke with characters 100 times.
How Interesting…	Spoke with characters 500 times.
Ladies First	Spoke with female characters 100 times.
Gentlemen Only	Spoke with male characters 100 times.
Xenophile	Spoke with xenoforms 100 times.
Achievement Beginner	Unlocked 100 achievements.
Achievement Veteran	Unlocked 300 achievements.
Achievement Master	Unlocked 500 achievements.
Achievement King	Unlocked 748 achievements.



Achievements

Combat Achievements

NAME	CONDITIONS
A True Hero	Delivered a final blow to a Global Nemesis.
First Blood	Took RP from a Global Nemesis for the first time.
I Barely Felt that	Took 10 RP from Global Nemeses.
Ouch	Took 100 RP from Global Nemeses.
Okay, That Hurt	Took 300 RP from Global Nemeses.
Revenge!	Killed a golden-crown tyrant.
My First Loot	Opened a treasure from battle spoils for the first time.
Looter	Opened treasure from battle spoils 100 times.
My First Gold Drop	Opened a gold treasure from battle spoils for the first time.
Gold Drop Collector	Opened gold treasures from battle spoils 250 times.
Silver Drop Collector	Opened silver treasures from battle spoils 500 times.
Bronze Drop Collector	Opened bronze treasures from battle spoils 1,000 times.
The Thoughtful One	Revived an incapacitated party member.
Team Bonding	Got revived from incapacitation by a party member.
Novice Crusher	Destroyed an enemy appendage for the first time.
Veteran Crusher	Destroyed enemy appendages 100 times.
Master Crusher	Destroyed enemy appendages 1,000 times.
Lord of the Crushers	Destroyed enemy appendages 2,000 times.
I Won’t Lose Next Time!	Wiped out the entire party for the first time.
I’ll Try Harder Tomorrow…	Wiped out the entire party 3 times.
I’ll Try Harder Next Year…	Wiped out the entire party 10 times.
I’ll…Keep Trying	Wiped out the entire party 50 times.
My Skell! Nooooo!	Wrecked a Skell for the first time.
Skells are Expendable	Wrecked Skells 100 times.
BLADE Private	Reached level 10.
BLADE Corporal	Reached level 20.
BLADE Sergeant	Reached level 30.
BLADE Lieutenant	Reached level 40.
BLADE Major	Reached level 50.
BLADE Captain	Reached level 60.
Class Skills Beginner	Learned 4 class skills.
Class Skills Specialist	Learned 8 class skills.
Class Skills Master	Learned 16 class skills.
Arts Beginner	Learned new Arts 8 times. (Arts learned simultaneously count as one.)
Arts Specialist	Learned new Arts 16 times. (Arts learned simultaneously count as one.)
Arts Master	Learned new Arts 32 times. (Arts learned simultaneously count as one.)
Expert Drifter	Reached the maximum Drifter rank.
Expert Striker	Reached the maximum Striker rank.
Expert Samurai Gunner	Reached the maximum Samurai Gunner rank.
Expert Duelist	Reached the maximum Duelist rank.
Expert Shield Trooper	Reached the maximum Shield Trooper rank.
Expert Bastion Warrior	Reached the maximum Bastion Warrior rank.
Expert Commando	Reached the maximum Commando rank.
Expert Winged Viper	Reached the maximum Winged Viper rank.
Expert Full Metal Jaguar	Reached the maximum Full Metal Jaguar rank.
Expert Partisan Eagle	Reached the maximum Partisan Eagle rank.
Expert Astral Crusader	Reached the maximum Astral Crusader rank.
Expert Enforcer	Reached the maximum Enforcer rank.
Expert Psycorruptor	Reached the maximum Psycorruptor rank.
Expert Mastermind	Reached the maximum Mastermind rank.
Expert Blast Fencer	Reached the maximum Blast Fencer rank.
Expert Galactic Knight	Reached the maximum Galactic Knight rank.
One and Done	Won a battle with single-digit HP remaining.
Lucky Sevens	Won a battle with 777 HP remaining.
Clothes? Who Needs ’Em!	Completed a online mission with no equipment besides weapons.
Intensive Training	Defeated 100 enemies with no equipment besides weapons.
Caregiver	Revived party members 100 times during online play.
Soul Voice Novice	Successfully used a Soul Voice for the first time.
Soul Voice Expert	Successfully used Soul Voices 10 times.
Soul Voice Master	Successfully used Soul Voices 500 times.
Soul Voice King	Successfully used Soul Voices 1,000 times.
Harrier Support	Received division support from the Harriers.
Interceptor Support	Received division support from the Interceptors.
Pathfinder Support	Received division support from the Pathfinder.
Curator Support	Received division support from the Curators.
Prospector Support	Received division support from the Prospectors.
Outfitter Support	Received division support from the Outfitters.
Reclaimer Support	Received division support from the Reclaimers.
Mediator Support	Received division support from the Mediators.
Support Appreciated	Received division support 30 times.
Support VERY Appreciated	Received division support 100 times.
Adsecula Annihilator	Defeated 100 adseculas.
Adsecula Smasher	Defeated 30 adseculas.
Adsecula Subduer	Defeated 10 adseculas.
Aetrygon Annihilator	Defeated 100 aetrygons.
Aetrygon Smasher	Defeated 30 aetrygons.
Aetrygon Subduer	Defeated 10 aetrygons.
Aeviter Smasher	Defeated 10 aeviters.
Aeviter Smasher	Defeated 30 aeviters.
Aeviter Smasher	Defeated 100 aeviters.
Aprica Annihilator	Defeated 100 aprica.
Aprica Smasher	Defeated 30 aprica.
Aprica Subduer	Defeated 10 aprica.
Arenatect Annihilator	Defeated 100 arenatects.
Arenatect Smasher	Defeated 30 arenatects.
Arenatect Subduer	Defeated 10 arenatects.
Auravis Annihilator	Defeated 100 auravises.
Auravis Smasher	Defeated 30 auravises.
Auravis Subduer	Defeated 10 auravises.
Balaena Annihilator	Defeated 100 balaena.
Balaena Smasher	Defeated 30 balaena.
Balaena Subduer	Defeated 10 balaena.
Blatta Annihilator	Defeated 100 blattas.
Blatta Smasher	Defeated 30 blattas.
Blatta Subduer	Defeated 10 blattas.
Caecus Annihilator	Defeated 100 caecuses.
Caecus Smasher	Defeated 30 caecuses.
Caecus Subduer	Defeated 10 caecuses.
Cantor Annihilator	Defeated 100 cantors.
Cantor Smasher	Defeated 30 cantors.
Cantor Subduer	Defeated 10 cantors.
Caro Annihilator	Defeated 100 caro.
Caro Smasher	Defeated 30 caro.
Caro Subduer	Defeated 10 caro.
Cervus Annihilator	Defeated 100 cervuses.
Cervus Smasher	Defeated 30 cervuses.
Cervus Subduer	Defeated 10 cervuses.
Ceto Annihilator	Defeated 100 cetos.
Ceto Smasher	Defeated 30 cetos.
Ceto Subduer	Defeated 10 cetos.
Cinicula Annihilator	Defeated 100 ciniculas.
Cinicula Smasher	Defeated 30 ciniculas.
Cinicula Subduer	Defeated 10 ciniculas.
Colubrim Annihilator	Defeated 100 colubrims.
Colubrim Smasher	Defeated 30 colubrims.
Colubrim Subduer	Defeated 10 colubrims.
Coronid Annihilator	Defeated 100 coronids.
Coronid Smasher	Defeated 30 coronids.
Coronid Subduer	Defeated 10 coronids.
Definian Annihilator	Defeated 100 Definians.
Definian Smasher	Defeated 30 Definians.
Definian Subduer	Defeated 10 Definians.
Dilus Annihilator	Defeated 100 diluses.
Dilus Smasher	Defeated 30 diluses.
Dilus Subduer	Defeated 10 diluses.
Duoguill Annihilator	Defeated 100 duoguills.
Duoguill Smasher	Defeated 30 duoguills.
Duoguill Subduer	Defeated 10 duoguills.
Evello Annihilator	Defeated 100 evellos.
Evello Smasher	Defeated 30 evellos.
Evello Subduer	Defeated 10 evellos.
Falsaxum Annihilator	Defeated 100 falsaxum.
Falsaxum Smasher	Defeated 30 falsaxum.
Falsaxum Subduer	Defeated 10 falsaxum.
Fal-swo Annihilator	Defeated 100 fal-swo.
Fal-swo Smasher	Defeated 30 fal-swo.
Fal-swo Subduer	Defeated 10 fal-swo.
Filiavent Annihilator	Defeated 100 filiavent.
Filiavent Smasher	Defeated 30 filiavent.
Filiavent Subduer	Defeated 10 filiavent.
Forfex Annihilator	Defeated 100 forfexes.
Forfex Smasher	Defeated 30 forfexes.
Forfex Subduer	Defeated 10 forfexes.
Galdr Annihilator	Defeated 100 Galdr.
Galdr Smasher	Defeated 30 Galdr.
Galdr Subduer	Defeated 10 Galdr.
Germivore Annihilator	Defeated 100 germivores.
Germivore Smasher	Defeated 30 germivores.
Germivore Subduer	Defeated 10 germivores.
Gerrid Annihilator	Defeated 100 gerrids.
Gerrid Smasher	Defeated 30 gerrids.
Gerrid Subduer	Defeated 10 gerrids.
Grex Annihilator	Defeated 100 grexes.
Grex Smasher	Defeated 30 grexes.
Grex Subduer	Defeated 10 grexes.
Gularth Annihilator	Defeated 100 Gularth.
Gularth Smasher	Defeated 30 Gularth.
Gularth Subduer	Defeated 10 Gularth.
Ictus Annihilator	Defeated 100 ictuses.
Ictus Smasher	Defeated 30 ictuses.
Ictus Subduer	Defeated 10 ictuses.
Insidia Annihilator	Defeated 100 insidias.
Insidia Smasher	Defeated 30 insidias.
Insidia Subduer	Defeated 10 insidias.
Jacul Annihilator	Defeated 100 jaculs.
Jacul Smasher	Defeated 30 jaculs.
Jacul Subduer	Defeated 10 jaculs.
Lepyx Annihilator	Defeated 100 lepyxes.
Lepyx Smasher	Defeated 30 lepyxes.
Lepyx Subduer	Defeated 10 lepyxes.
Levitath Annihilator	Defeated 100 levitath.
Levitath Smasher	Defeated 30 levitath.
Levitath Subduer	Defeated 10 levitath.
Liceor Annihilator	Defeated 100 liceors.
Liceor Smasher	Defeated 30 liceors.
Liceor Subduer	Defeated 10 liceors.
Lophid Annihilator	Defeated 100 lophids.
Lophid Smasher	Defeated 30 lophids.
Lophid Subduer	Defeated 10 lophids.
Marnuck Annihilator	Defeated 100 Marnucks.
Marnuck Smasher	Defeated 30 Marnucks.
Marnuck Subduer	Defeated 10 Marnucks.
Mephite Annihilator	Defeated 100 mephites.
Mephite Smasher	Defeated 30 mephites.
Mephite Subduer	Defeated 10 mephites.
Millepod Annihilator	Defeated 100 millepods.
Millepod Smasher	Defeated 30 millepods.
Millepod Subduer	Defeated 10 millepods.
Millesaur Annihilator	Defeated 100 millesaurs.
Millesaur Smasher	Defeated 30 millesaurs.
Millesaur Subduer	Defeated 10 millesaurs.
Milsaadi Annihilator	Defeated 100 Milsaadi.
Milsaadi Smasher	Defeated 30 Milsaadi.
Milsaadi Subduer	Defeated 10 Milsaadi.
Monoceros Annihilator	Defeated 100 monoceroses.
Monoceros Smasher	Defeated 30 monoceroses.
Monoceros Subduer	Defeated 10 monoceroses.
Mortifole Annihilator	Defeated 100 mortifoles.
Mortifole Smasher	Defeated 30 mortifoles.
Mortifole Subduer	Defeated 10 mortifoles.
Murra Annihilator	Defeated 100 murras.
Murra Smasher	Defeated 30 murras.
Murra Subduer	Defeated 10 murras.
Oc-serv Annihilator	Defeated 100 oc-servs.
Oc-serv Smasher	Defeated 30 oc-servs.
Oc-serv Subduer	Defeated 10 oc-servs.
Ovis Annihilator	Defeated 100 ovis.
Ovis Smasher	Defeated 30 ovis.
Ovis Subduer	Defeated 10 ovis.
Papil Annihilator	Defeated 100 papils.
Papil Smasher	Defeated 30 papils.
Papil Subduer	Defeated 10 papils.
Petramand Annihilator	Defeated 100 petramands.
Petramand Smasher	Defeated 30 petramands.
Petramand Subduer	Defeated 10 petramands.
Potamus Annihilator	Defeated 100 potamuses.
Potamus Smasher	Defeated 30 potamuses.
Potamus Subduer	Defeated 10 potamuses.
Progen Annihilator	Defeated 100 progen.
Progen Smasher	Defeated 30 progen.
Progen Subduer	Defeated 10 progen.
Prone Annihilator	Defeated 100 Prone.
Prone Smasher	Defeated 30 Prone.
Prone Subduer	Defeated 10 Prone.
Puge Annihilator	Defeated 100 puges.
Puge Smasher	Defeated 30 puges.
Puge Subduer	Defeated 10 puges.
Pugilith Annihilator	Defeated 100 pugiliths.
Pugilith Smasher	Defeated 30 pugiliths.
Pugilith Subduer	Defeated 10 pugiliths.
Purgovent Annihilator	Defeated 100 purgovents.
Purgovent Smasher	Defeated 30 purgovents.
Purgovent Subduer	Defeated 10 purgovents.
Qmoeva Annihilator	Defeated 100 Qmoevas.
Qmoeva Smasher	Defeated 30 Qmoevas.
Qmoeva Subduer	Defeated 10 Qmoevas.
Quo Annihilator	Defeated 100 quos.
Quo Smasher	Defeated 30 quos.
Quo Subduer	Defeated 10 quos.
Sabula Annihilator	Defeated 100 sabulas.
Sabula Smasher	Defeated 30 sabulas.
Sabula Subduer	Defeated 10 sabulas.
Sacrifole Annihilator	Defeated 100 sacrifoles.
Sacrifole Smasher	Defeated 30 sacrifoles.
Sacrifole Subduer	Defeated 10 sacrifoles.
Saltat Annihilator	Defeated 100 saltats.
Saltat Smasher	Defeated 30 saltats.
Saltat Subduer	Defeated 10 saltats.
Scintimure Annihilator	Defeated 100 scintimures.
Scintimure Smasher	Defeated 30 scintimures.
Scintimure Subduer	Defeated 10 scintimures.
Scirpo Annihilator	Defeated 100 scirpos.
Scirpo Smasher	Defeated 30 scirpos.
Scirpo Subduer	Defeated 10 scirpos.
Seidr Annihilator	Defeated 100 Seidr.
Seidr Smasher	Defeated 30 Seidr.
Seidr Subduer	Defeated 10 Seidr.
Shrad Annihilator	Defeated 100 shrads.
Shrad Smasher	Defeated 30 shrads.
Shrad Subduer	Defeated 10 shrads.
Simius Annihilator	Defeated 100 simius.
Simius Smasher	Defeated 30 simius.
Simius Subduer	Defeated 10 simius.
Sphinx Annihilator	Defeated 100 sphinxes.
Sphinx Smasher	Defeated 30 sphinxes.
Sphinx Subduer	Defeated 10 sphinxes.
Suid Annihilator	Defeated 100 suids.
Suid Smasher	Defeated 30 suids.
Suid Subduer	Defeated 10 suids.
Sylooth Annihilator	Defeated 100 Sylooth.
Sylooth Smasher	Defeated 30 Sylooth.
Sylooth Subduer	Defeated 10 Sylooth.
Tainted Annihilator	Defeated 100 tainted.
Tainted Smasher	Defeated 30 tainted.
Tainted Subduer	Defeated 10 tainted.
Tectinsula Annihilator	Defeated 100 tectinsulas.
Tectinsula Smasher	Defeated 30 tectinsulas.
Tectinsula Subduer	Defeated 10 tectinsulas.
Telethia Annihilator	Defeated 100 Telethia.
Telethia Smasher	Defeated 30 Telethia.
Telethia Subduer	Defeated 10 Telethia.
Terebra Annihilator	Defeated 100 terebras.
Terebra Smasher	Defeated 30 terebras.
Terebra Subduer	Defeated 10 terebras.
Tersqual Annihilator	Defeated 100 tersquals.
Tersqual Smasher	Defeated 30 tersquals.
Tersqual Subduer	Defeated 10 tersquals.
Thallus Annihilator	Defeated 100 thalluses.
Thallus Smasher	Defeated 30 thalluses.
Thallus Subduer	Defeated 10 thalluses.
Turba Annihilator	Defeated 100 turbas.
Turba Smasher	Defeated 30 turbas.
Turba Subduer	Defeated 10 turbas.
Unafulge Annihilator	Defeated 100 unafulges.
Unafulge Smasher	Defeated 30 unafulges.
Unafulge Subduer	Defeated 10 unafulges.
Vesper Annihilator	Defeated 100 vespers.
Vesper Smasher	Defeated 30 vespers.
Vesper Subduer	Defeated 10 vespers.
Vigent Annihilator	Defeated 100 vigents.
Vigent Smasher	Defeated 30 vigents.
Vigent Subduer	Defeated 10 vigents.
Virago Annihilator	Defeated 100 viragoes.
Virago Smasher	Defeated 30 viragoes.
Virago Subduer	Defeated 10 viragoes.
Visigel Annihilator	Defeated 100 visigels.
Visigel Smasher	Defeated 30 visigels.
Visigel Subduer	Defeated 10 visigels.
Vivohast Annihilator	Defeated 100 vivohasts.
Vivohast Smasher	Defeated 30 vivohasts.
Vivohast Subduer	Defeated 10 vivohasts.
Xe-dom Annihilator	Defeated 100 xe-dom.
Xe-dom Smasher	Defeated 30 xe-dom.
Xe-dom Subduer	Defeated 10 xe-dom.
Xern Annihilator	Defeated 100 Xern.
Xern Smasher	Defeated 30 Xern.
Xern Subduer	Defeated 10 Xern.
Xiphias Annihilator	Defeated 100 xiphias.
Xiphias Smasher	Defeated 30 xiphias.
Xiphias Subduer	Defeated 10 xiphias.
Yggralith Annihilator	Defeated 100 Yggralith.
Yggralith Smasher	Defeated 30 Yggralith.
Yggralith Subduer	Defeated 10 Yggralith.
Zig Annihilator	Defeated 100 zigs.
Zig Smasher	Defeated 30 zigs.
Zig Subduer	Defeated 10 zigs.



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- Young Grex

Caro

- Andrei, the Cunning
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- Kringe, the Hunting Arrow
- Lava Caro
- Legion Caro
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- Prisoner Caro
- Sand Caro
- Servant Caro
- Spaniel, the Obedient
- Storm Caro

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- Barnabas, the Despot
- Berserk Vigent
- Brutal Vigent
- Goliath, the Stronghold
- Seeker Vigent
- Vainamo, the Bellower
- Volcannon Vigent

Virago

- Behemoth, the Netherdweller
- Buchwald, the Guardian
- Callow Virago
- Fiendish Virago
- Mighty Virago
- Nether Virago

Monoceros

- Alexei, the Jade
- Cliff Monoceros
- Dawid, the Destrier
- Land Monoceros
- Monoceros Colt
- Toy Monoceros
- Uluora, the Burgeoning
- Viridian Monoceros
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Progen

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- Ernest, the Contemplative
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- Sanctuary Progen
- White Progen
- Wise Progen

Simius

- Angry Simius
- Blitz Simius
- Demetrio, the Tempestuous
- Diogenes, the Covetous
- Furious Simius
- Hayreddin, the Territorial
- Iron Simius
- Juvenile Simius
- Mortal Simius
- Punisher Simius
- Raging Simius
- Rock Simius
- Striker Simius
- Vice Simius
- Wrathful Simius
- Young Simius

Cantor

- Canyon Cantor
- Cave Cantor
- Eustachio, the Eccentric
- Grand Cantor
- Leandro, the Sneering
- Origin Cantor
- Recluse Cantor

Aprica

- Daylight Aprica
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- Oskar, the Summer Squall
- Primal Aprica
- Sviatoslav, the Reproachful
- Wise Aprica

Cervus

- Asana, the Azure Star
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- Old Cervus
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- Shaman Cervus
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- Melanya, the Sound Sleeper
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- Miniature Suid
- Odsent
- Olegario, the Iron-Helmed
- River Suid
- Silver Femina Suid
- Silver Suid
- Steel Femina Suid
- Steel Suid
- Tough Armored Suid
- Trained Armored Suid
- Western Suid

Ovis

- Baabara, the Evangelical
- Claire, the Sheltered
- Clara, the Pure White
- Docile Ovis
- Germaine, the Treasure Keeper
- Grassland Ovis
- Heidi, the Lively
- Innocent Ovis
- Native Ovis
- Prowler Ovis
- Rogue Ovis
- Stray Ovis
- Wandering Ovis
- White Ovis

Millesaur

- Eternal Millesaur
- Everlasting Millesaur
- Fernando, the Immovable
- Gradivus, the Headless Emperor
- Luciel, the Eternal

Coronid

- Ancient Coronid
- Frenzied Coronid
- Ignit, the Ultimate Chaos
- Xair, the Cerulean Walker

Evello

- Fleet Evello
- Grand Evello
- Ludvik, the Picky Eater
- Quick Evello
- Roderick, the Fleet-Footed
- Swift Evello
- Wasteland Evello

Caecus

- Andrea, the Famished Hunter
- Cliff Caecus
- Cowardly Caecus
- Darting Caecus
- Drake, the Waypost
- Land Caecus
- Pelicollo, the Panzer
- Poisonous Caecus
- Sludge Caecus
- Thug Caecus
- Villainous Caecus

Insidia

- Glaive Insidia
- Griffus, the Tartarean
- Javelin Insidia
- Lambert, the Divine Wind
- Pike Insidia
- Spear Insidia
- Vermilion Insidia

Sphinx

- Durvin, the Perceptive
- Feliciano, the All-Seeing

Lepyx

- Alba Lepyx
- Giraffin, the Old Hand
- Highland Lepyx
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- Sirene, the Lost
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- Necro, the Cavelord
- Nocturnal Vesper
- Ripper Vesper
- Strange Vesper
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Murra

- Camille, the Immortal
- Hushed Murra
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Terebra

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- Prankster Mephite
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Saltat

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- Caged Saltat
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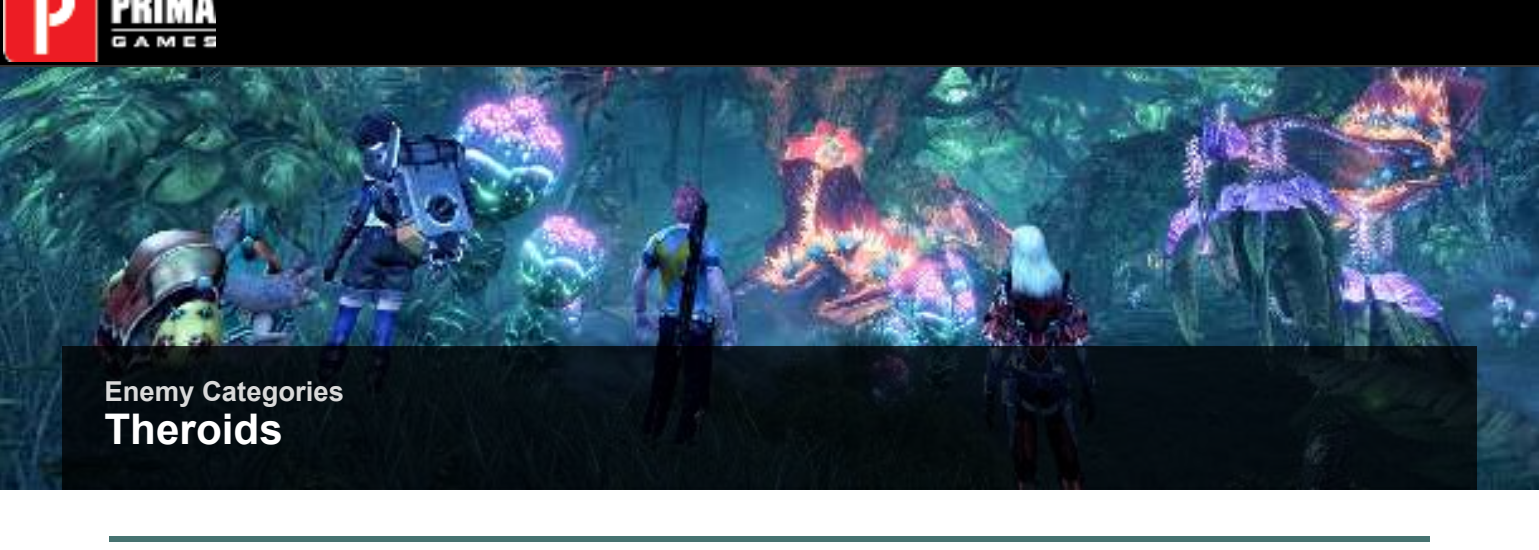

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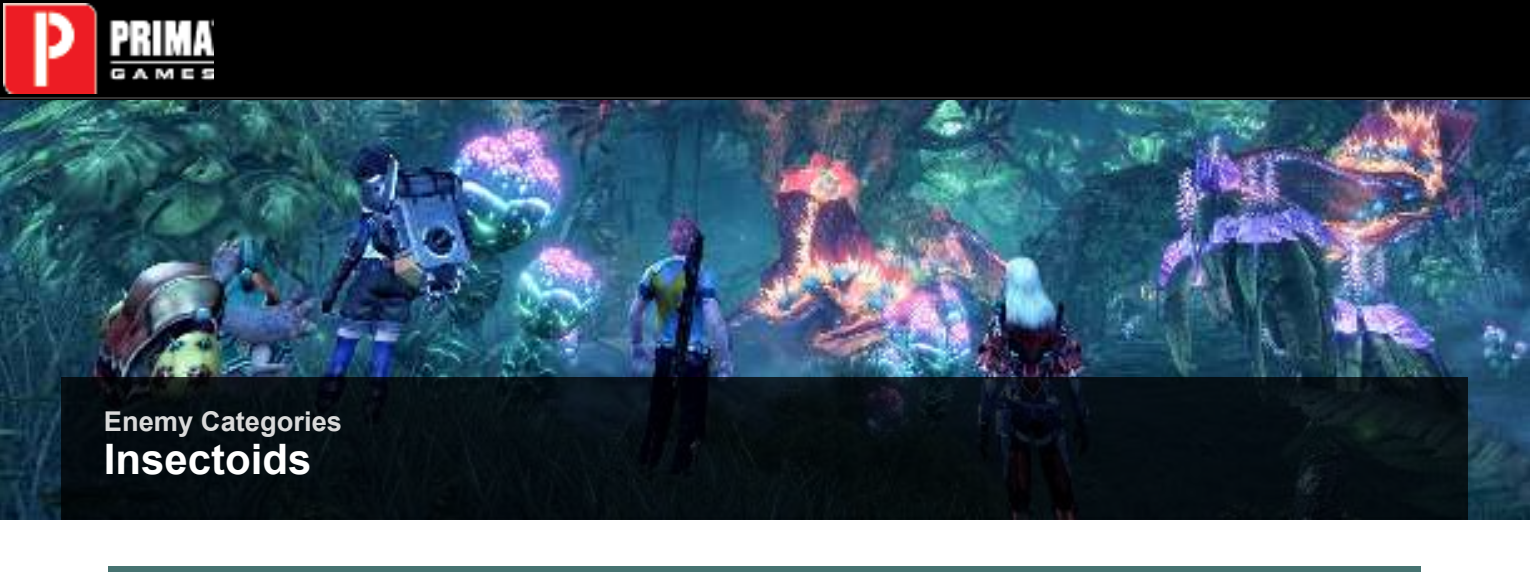


Enemy Categories

Insectoids

Petramand

- Caesar, the Hundred-Eyed
- Candelario, the Bronze
- Ceres Petramand
- Dysprosium Petramand
- Eisen, the Ebon Rock
- Erbium Petramand
- Europium Petramand
- Gadolinium Petramand
- Holmium Petramand
- Lantern Petramand
- Lutetia Petramand
- Lutetium Petramand
- Malium Petramand
- Neodymium Petramand
- Piernus, the Scorcher
- Praseodymium Petramand
- Prometheus Petramand
- Promethium Petramand
- Samarium Petramand
- Scandium Petramand
- Terbium Petramand
- Thulium Petramand
- Truppe, the Ceaseless Dark
- Ytterby Petramand

Scirpo

- Amrita Scirpo
- Bacchanal Scirpo
- Breather Scirpo
- Carnelian Scirpo
- Citrine Scirpo
- Desdemona, the Subterranean
- Elena, the Infernal
- Garnet Scirpo
- Grassland Scirpo
- Green Scirpo
- Haoma Scirpo
- Jade Scirpo
- Kvass Scirpo
- Lapis Scirpo
- Lepidolite Scirpo
- Logi Scirpo
- Merciful Scirpo
- Native Scirpo
- Nectar Scirpo
- Pillager Scirpo
- Shadow Scirpo
- Soma Scirpo
- Surtr Scirpo
- Tharros Scirpo
- Tree Scirpo
- Wood Scirpo
- Yelena, the Sequestered

Forfex

- Beach Forfex
- Big Forfex
- Carmine Forfex
- Carnelian Forfex
- Cobalt Forfex
- Coral Forfex
- Femme Forfex
- Garnet Forfex
- Hydro Forfex
- Iolite Forfex
- Land Forfex
- Lazuli Forfex
- Mother Forfex
- Native Forfex
- Ocean Forfex
- Raging Forfex
- Ruby Forfex
- Sand Forfex
- Sapphire Forfex
- Schneider, the Cliffpercher
- Sea Forfex
- Spinel Forfex
- Sven, the Sturdy
- Tourteau, the Delectable
- Violet Forfex
- Viridian Forfex

Cinicula

- Bronze Cinicula
- Calore, the Lava Walker
- Copper Cinicula
- Eckart, the Indestructible
- Falchion, the Vibrant
- Glowing Cinicula
- Iron Cinicula
- Lava Cinicula
- Pure Cinicula
- Rock Cinicula
- Star Cinicula
- Thaddaeus, the Ultramafic
- Translucent Cinicula
- Volcannon Cinicula
- Volkampf, the Pursuer
- Young Cinicula

Falsaxum

- Clemente, the Iron Meteor
- Ghillie Falsaxum
- Lake Falsaxum
- Mikulas, the Keystone
- Putrid Falsaxum
- Shadow Falsaxum

Vivohast

- Carrion Vivohast
- Grand Vivohast
- Lethal Vivohast
- Lockhart, the Killer of Hope
- Mirage Vivohast

Thallus

- Cunning Thallus
- Echo Thallus
- Edgardo, the Carefree
- Faded Thallus
- False Thallus
- Pizelle, the Purple Lightning
- Recluse Thallus

Tectinsula

- Alfombra, the Transcendent
- Clay Tectinsula
- Hermit Tectinsula
- Negator Tectinsula
- Silhouette Tectinsula
- Soil Tectinsula
- Stealth Tectinsula
- Tectonic Tectinsula
- Vittorio, the Battle-Scarred

Arenatect

- Antara, the Water Diviner
- Cerulean Arenatect
- Man'an, the Water Whisperer
- Nupopon Incarnate
- Saffron Arenatect
- Smalt Arenatect
- Topaz Arenatect
- Turqoise Arenatect
- Yellow Arenatect

Blatta

- Agito, the Golden
- Alba Blatta
- Ald, the Extravagant
- Azure Blatta
- Black Blatta
- Blitz Blatta
- Camus, the Treasured
- Casper, the Unhealthy Eater
- Chartreuse Blatta
- Chrysalis Blatta
- Coal Blatta
- Crawler Blatta
- Creeping Blatta
- Crystal Blatta
- Cursed Blatta
- Dark Blatta
- Diamond Blatta
- Dui, the Invaluable
- Egg Blatta
- Green Blatta
- Guise Blatta
- Hell Blatta
- Hellion Blatta
- Hiro, the Priceless
- Hrym Blatta
- Joker, the Unknowable
- Judge Blatta
- Lava Blatta
- Logi Blatta
- Magus Blatta
- Metal Blatta
- Mirage Blatta
- Mirror Blatta
- Moon Blatta
- Muruse, the Opulent
- Natt, the Inestimable
- Nocto Blatta
- Ogre Blatta
- Origin Blatta
- Pebble Blatta
- Platinum Blatta
- Prairie Blatta
- Prinsipe, the Ravenous
- Raven Blatta
- Roimi, the Affluent
- Rust Blatta
- Seeker Blatta
- Sneaking Blatta
- Sonic Blatta
- Squall Blatta
- Stalker Blatta
- Stalwart Blatta
- Striker Blatta
- Swift Blatta
- Tectonic Blatta
- Tico, the Precious
- Tough Blatta
- Tranquil Blatta
- Vampire Blatta
- Vorpall, the Sickle-Fanged
- White Blatta
- Wootz Blatta
- Young Blatta
- Yuiro, the Luxuriant
- Zeppelin Blatta

Turba

- Adonis Turba
- Crane Turba
- Delft Turba
- Dove Turba
- Feld, the Indigo-Clad
- Gloam Turba
- Indigo Turba
- Kite Turba
- Lark Turba
- Raven Turba
- Tormenta, the Scarlet-Clad

Adsecula

- Bertrand, the Gorge Scourge
- Cursed Adsecula
- Drone Adsecula
- Dusk Adsecula
- Endeavorer Adsecula
- Etutanne, the Bloodthirsty
- Faded Adsecula
- Forest Adsecula
- Ghost Adsecula
- Giddy Adsecula
- Miniature Adsecula
- Mirage Adsecula
- Penetrator Adsecula
- Photon Adsecula
- Recluse Adsecula
- Savanna Adsecula
- Shadow Adsecula
- Sparrow Adsecula
- Umbral Adsecula

Papil

- Bronze Papil
- Caranau, the Water Drake
- Copper Papil
- Druid Papil
- Dryland Papil
- Gold Papil
- Honey Papil
- Lake Papil
- Magus Papil
- River Papil
- Sacrum, the Noctilucent
- Silver Papil
- Sorcerer Papil
- Witch Papil
- Wizard Papil

Germivore

- Carmine Germivore
- Cobalt Germivore
- Crazed Germivore
- Echo Germivore
- Florence, the Hell Maggot
- Lethal Germivore
- Lomoth, the Beast-Eater
- Mist Germivore
- Saffron Germivore
- Secret Germivore
- Shadow Germivore
- Skulker Germivore
- Survivor Germivore
- Terrible Germivore
- Violet Germivore
- Viridian Germivore
- Zeppelin Germivore

Sabula

- Atreides, the Distinguished
- Gesserith, the Wileworm
- Minor Sabula
- Sandy Sabula
- Squallo, the Sand Mirer

Ictus

- Belenguer, the Gunhammer
- Chieftain Ictus
- Daimyo Ictus
- Fearsome Ictus
- Frightening Ictus
- Hermit Ictus
- Immortal Ictus
- Inferno Ictus
- Terenty, the Blademaster
- Valyrian, the Iron Cleaver
- Warlord Ictus

Aeviter

- Balduino, the Wicked-Eyed
- Berthold, the Blue-Eyed
- Crazed Aeviter
- Macabre Aeviter
- Sand Aeviter

Gerrid

- Bartley, the Conflagration
- Bluff Gerrid
- Daemon, the Undertaker
- Evil Gerrid
- Hell Gerrid
- Land Gerrid
- Macabre Gerrid
- Parasite Gerrid

Mortifole

- Callous Mortifole
- Cave Mortifole
- Crusher Mortifole
- Drone Mortifole
- Eliane, the Unmoved
- Gardener Mortifole
- Grotto Mortifole
- Jindriska, the Serene
- Katerina, the Cliffhanger
- Lake Mortifole
- Mirage Mortifole
- Native Mortifole
- Origin Mortifole
- Pit Mortifole
- Plant Mortifole
- Poisonous Mortifole
- Recluse Mortifole
- Toxic Mortifole
- Yessenia, the Husky-Voiced

Sacrifole

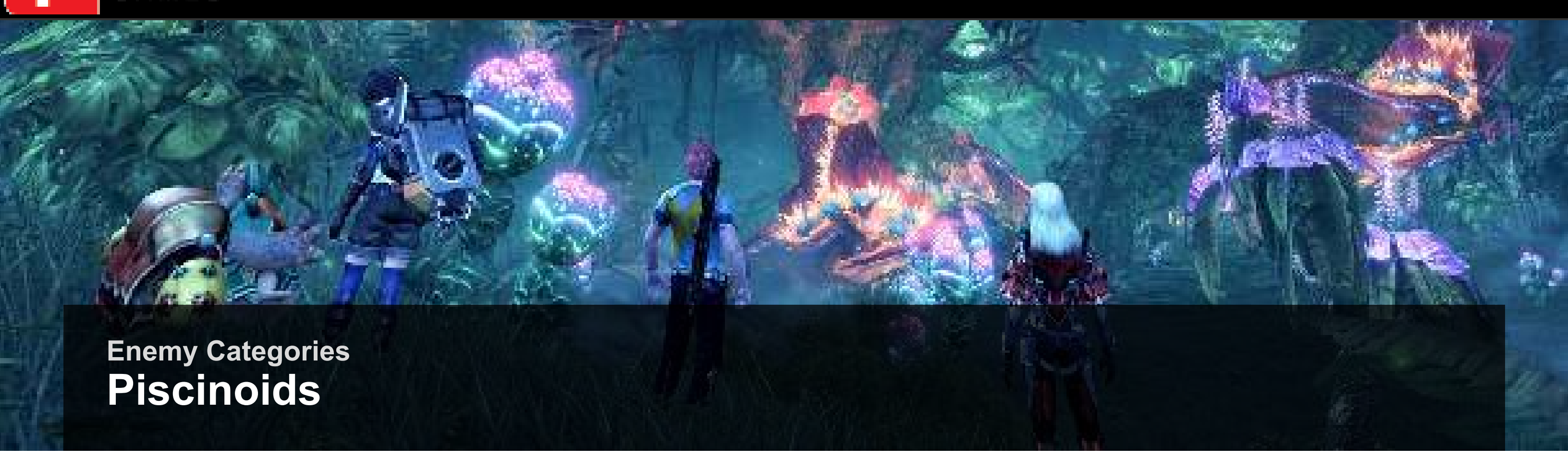
- Abyssal Sacrifole
- Angelita, the Blade Bouquet
- Aquatic Sacrifole
- Dobromila, the Alluring
- Foul Sacrifole
- Giant Sacrifole
- Lake Sacrifole
- Lava Sacrifole
- Mega Sacrifole
- Puddle Sacrifole
- Pyro Sacrifole
- Vegetal, the Heatcrux
- Volcannon Sacrifole

Levitath

- Abyssal Levitath
- Antares Levitath
- Cataract Levitath
- Eutropio, the Sea Rumble
- Frajeel, the Purgatorial
- Scarlet Levitath
- Silvestre, the Morning Light
- Welkin Levitath

Millepod

- Hartmut, the Calamity
- Shuravas, the Enraged



Enemy Categories

Piscinoids

Lophid

- Blast Lophid
- Blazing Lophid
- Buoyant Lophid
- Burning Lophid
- Flame Lophid
- Gehenna Lophid
- Izgnanie, the Smoldering
- Marine Lophid
- Nipopon Incarnate
- Ocean Lophid
- Ridill, the Arrogant

Purgovent

- Albin, the Wicked Meddler
- Coral Purgovent
- Darling Purgovent
- Libra, the Long-Lived
- Ocean Purgovent
- Tidal Purgovent

Duoguill

- Blood Duoguill
- Bolt Duoguill
- Cave Duoguill
- Electro Duoguill
- Hephaestus, the Absconder
- Lethal Duoguill
- Nether Duoguill
- Placid Duoguill
- Plasma Duoguill
- Thunder Duoguill
- Valeriano, the Rolling Thunder

Scintimure

- Blind Scintimure
- Blitz Scintimure
- Bright Scintimure
- Callous Scintimure
- Coil, the Never-Ending
- Eddy, the Electric Heat
- Electric Scintimure
- Glimmering Scintimure
- Legato, the Sky Watcher
- Rain Scintimure
- Statue Scintimure
- Storm Scintimure
- Thunder Scintimure
- Zohan, the Thunderbolt

Aetrygon

- Fleet Aetrygon
- Lofty Aetrygon
- Quick Aetrygon
- Ramus, the Supersonic
- Sky Aetrygon
- Vilem, the Gold-Scaled

Xiphias

- Beach Xiphias
- Brandys, the Spectral Light
- Cave Xiphias
- Coral Xiphias
- Ocean Xiphias
- Sea Xiphias
- Shatskikh, the Flash

Balaena

- Coral Balaena
- Draken, the Drifting Cloud
- Ocean Balaena
- Rajidi, the Cumuliform
- Sea Balaena
- Shoal Balaena

Ceto

- Elaine, the Lunar Eclipse
- Lunar Ceto
- Napopon Incarnate
- Polaris, the Firmamental
- Selenic Ceto
- Valiant Ceto
- Vanguard Ceto

Colubrim

- Elvira, the Talondrake
- Vortice, the Deific Blast

Unafulge

- Abyssal Unafulge
- Bravo Unafulge
- Creek Unafulge
- Drifter Unafulge
- Dryland Unafulge
- Floating Unafulge
- Lava Unafulge
- Lethal Unafulge
- Planetes, the Torrential
- Ruth, the Shunner of Light
- Spring Unafulge
- Young Unafulge

Visigel

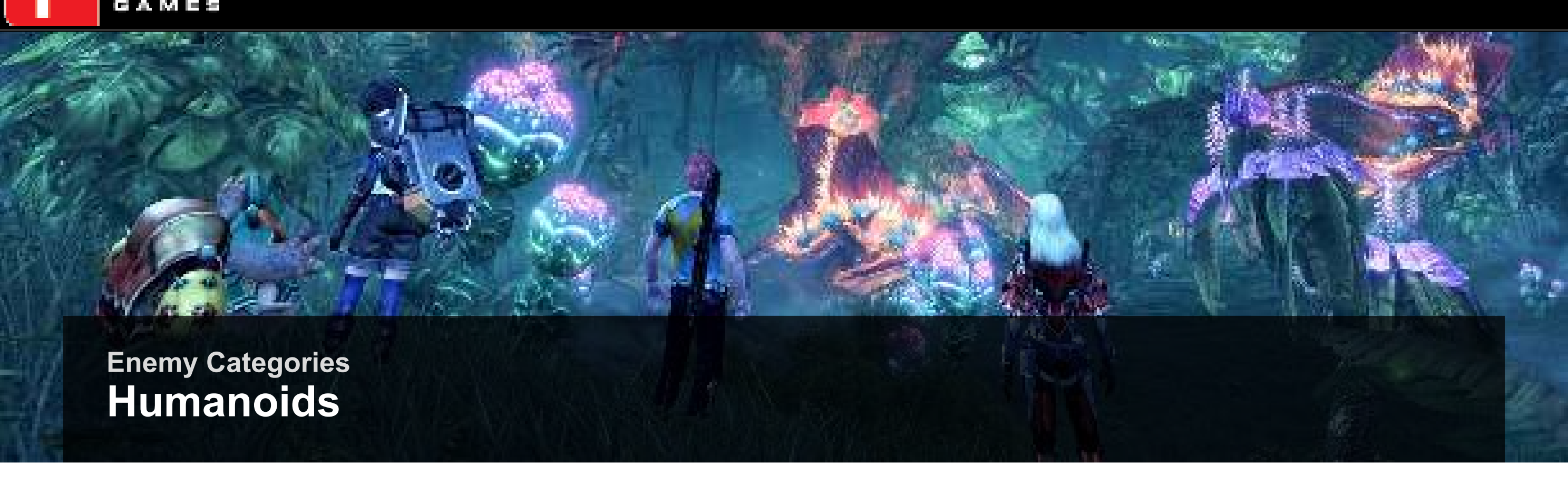
- Aquatic Visigel
- Cave Visigel
- Coast Visigel
- Lake Visigel
- Poppy, the Pyromaniac
- Razer Visigel
- Sapphire Visigel
- Sizzling Visigel
- Yune, the Ambusher

Filiavent

- Laurencio, the Fog Bow
- Phosphorous Filiavent
- Spore Filiavent
- Trueno, the Cataclysm

Tainted

- Tainted Scintimure



Enemy Categories

Humanoids

Marnuck

- Ahama, the Covetous
- Berserker Marnuck
- Daril, the Eradicator
- Duran, the Draconian
- Gadaf, the Pulverizer
- Marnuck Admiral
- Marnuck Aspirer
- Marnuck Barrager
- Marnuck Blaster
- Marnuck Burster
- Marnuck Commander
- Marnuck Converger
- Marnuck Crasher
- Marnuck Cutthroat
- Marnuck Damager
- Marnuck Dynamo
- Marnuck Evildoer
- Marnuck Firetrooper
- Marnuck Gatling
- Marnuck Grappler
- Marnuck Guardian
- Marnuck Hornet
- Marnuck Howitzer
- Marnuck Imperial
- Marnuck Jaeger
- Marnuck Loader
- Marnuck Marksman
- Marnuck Mercenary
- Marnuck Minor
- Marnuck Pawn
- Marnuck Pulser
- Marnuck Recon
- Marnuck Ruffian
- Marnuck Sentinel
- Marnuck Shield Trooper
- Marnuck Slayer
- Marnuck Slugger
- Marnuck Soldier
- Marnuck Support
- Marnuck Transitioner
- Marnuck Vanguard
- Marnuck Windtrooper
- Sadar, the Unhinged

Milsaadi

- Badul, the One-Eyed
- Chantai, the Insect Maiden
- Lyla, the Lustrous
- Milsaadi Assassin
- Milsaadi Astran
- Milsaadi Champion
- Milsaadi Executioner
- Milsaadi Fighter
- Milsaadi Herald
- Milsaadi Hitman
- Milsaadi Hunter
- Milsaadi Protobattler
- Milsaadi Rampager
- Milsaadi Robber
- Milsaadi Savage
- Milsaadi Specter
- Sharnaak, the Technician

Sylooth

- Anselm, the Triumphant
- Brobdingnagian Sylooth
- Canyon Sylooth
- Climati, the Chilling Wind
- Goliath Sylooth
- Mountain Sylooth
- Pyotr, the Shepherd
- Territorial Sylooth
- Yama, the Obliviator

Gularth

- Alithios, the Indignant
- Gaia Gularth
- Ilithios, the Enlightened
- Ymir Gularth

Prone (Cavern Clan)

- Ajiba Falgo
- Blood-king Gelvo Banth
- Brutal Prone
- Dadaan Squad Member
- Dadaan, the Strongest Prone
- Glennar
- Langul, the Alien Payload
- Mujiba Falgo
- Prone Admiral
- Prone Barbarian
- Prone Berserker
- Prone Bully
- Prone Butcher
- Prone Commander
- Prone Condemned
- Prone Eagle
- Prone Eater
- Prone Fury
- Prone Hawk
- Prone Judge
- Prone Major
- Prone Owl
- Prone Purger
- Prone Rampager
- Prone Savage
- Prone Slayer
- Prone Soldier
- Prone Sorcerer
- Prone Trainer
- Prone Typhoon
- Prone Vix Alpha
- Prone Vix Beta
- Prone Vix Brutalizer
- Prone Vix Crow
- Prone Vix Delta
- Prone Vix Griffin
- Prone Vix Guard
- Prone Vix Hawk
- Prone Vix Owl
- Prone Vix Prisoner
- Prone Vix Vulture
- Prone Vulture
- Prone Warrior
- Slovity Pagus
- The Dadaan Girls
- Vendura, the Spellbinder

Prone (Tree Clan)

- Galba Vassago
- Loda Gorida

Definian

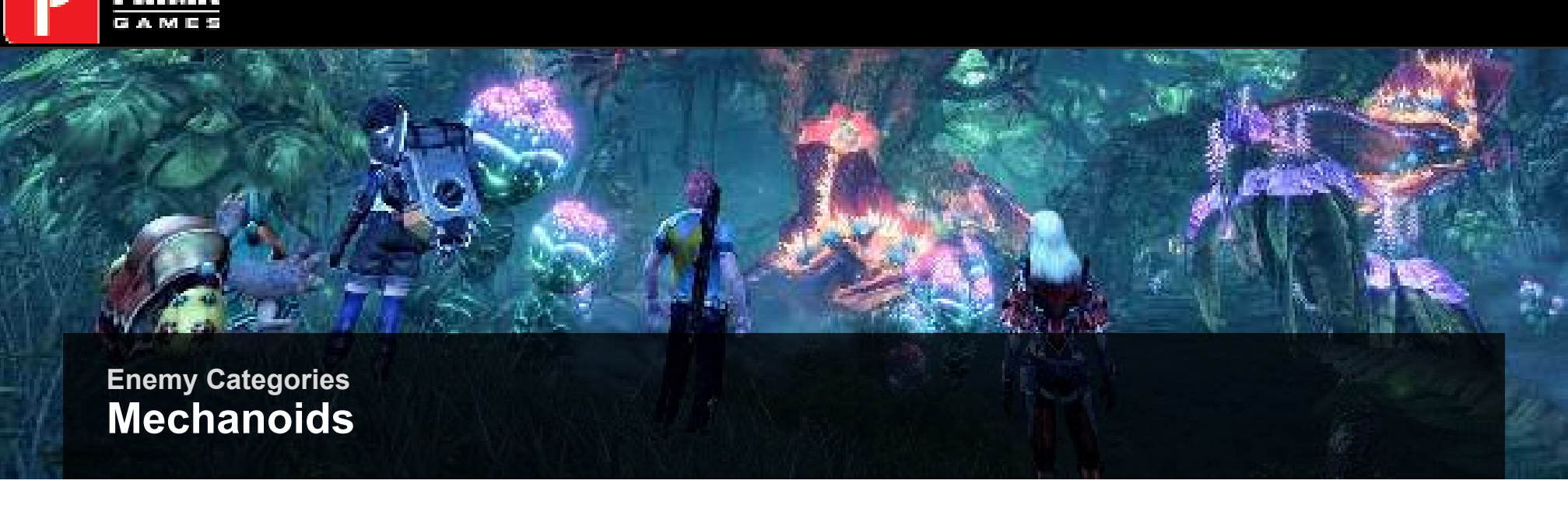
- DE913: Dieara
- Definian Clone
- Definian Copy
- ER001: Emeroa
- HH100: Hierana
- HP001: Harriess
- JD001: Juda
- JS178: Jushe
- LV757: Lyvia
- MO037: Moore
- SG002: Slenna
- SN333: Jisanne
- ST816: Stalio
- WR512: Urdu

Wrothian

- Ga Bewhe
- Ga Buidhe
- Ga Jiarg
- Gi Zang
- Gi Ziorde
- Gi Ziordo
- Gu Ladha
- Wrothian Enacter
- Wrothian Sneaker
- Zo Zazhi

Ganglion Command

- Dagahn
- Goetia
- Ryyz



Enemy Categories

Mechanoids

Autosentry

- Autosentry
- Autosentry Mk.II

Vita

- Enhancer Satellis
- Link Satellis
- Pursuit Satellis Alpha
- Pursuit Satellis Beta
- Pursuit Satellis Gamma
- Sentinel Satellis
- Shield Satellis
- Strike Satellis
- Vita

Rexoskell

- Rexoskell

Vasara

- Zu Pharg

Almandal

- Almandal
- Nardacyon, the Shadowless

Puge

- Border Puge
- Buster Puge
- Cavalier Puge
- Coffin Puge
- Dagger Puge
- Fighter Puge
- Gate Puge
- Guardian Puge
- Knight Puge
- Lance Puge
- Luminous Puge
- Night Combat Puge
- Pawn Puge
- Porter Puge
- Prototype Puge
- Remote Puge
- Solid Puge
- Spear Puge
- Sword Puge

Pugilith

- Broadsword Pugilith
- Dagger Pugilith
- Fighter Pugilith
- Guardian Pugilith
- High-Output Pugilith
- Judge Pugilith
- Knight Pugilith
- Master Pugilith
- Pawn Pugilith
- Raider Pugilith
- Remote Pugilith
- Spear Pugilith
- Sword Pugilith

Galdr

- Air Support Galdr
- Armed Destroyer Galdr
- Armed Engineer Galdr
- Armed Recon Galdr
- Chantai's Galdr
- Duran's Galdr
- Flood Galdr
- Green Lance Galdr
- Green Master Galdr
- Guide Eagle Galdr
- Guide Owl Galdr
- Guide Raptor Galdr
- Gun Eagle Galdr
- Lyla's Galdr
- MG062: Megisia
- Magna Galdr
- Red master Galdr
- Revolver Eagle Galdr
- Talon Eagle Galdr
- Talon Raptor Galdr
- Vendura's Galdr

Quo

- Border King Quo
- Drone King Quo
- Drone Knight Quo
- Drone Pawn Quo
- Drone Queen Quo
- Drone Rook Quo
- Frontline Medic Quo
- Logistical Support Quo
- Machine King Quo
- Machine Queen Quo
- Machine Rook Quo

Oc-serv

- Ataraxia Oc-serv
- Beryllium Oc-serv
- Bismuth Oc-serv
- Chromium Oc-serv
- Na-mulk, the Rebellious
- Niobium Oc-serv
- Oc-serv, the Ancient
- Rebel Oc-serv
- Reject Oc-serv
- Ro-darm the Demon Claw
- Rubidium Oc-serv
- Selenium Oc-serv
- Si-el, the Vacuous
- Tantalum Oc-serv
- Tellurium Oc-serv
- Thallium Oc-serv
- Titanium Oc-serv

Qmoeva

- Barbed Queen Qmoeva
- Barbed Remote Qmoeva
- Barbed Rook Qmoeva
- Brave King Qmoeva
- Brave Queen Qmoeva
- Brave Rook Qmoeva
- Buster Emperor Qmoeva
- Buster Kaizer Qmoeva
- Cross Qmoeva
- Daril's Qmoeva
- Duel Emperor Qmoeva
- Experimental Composite Qmoeva
- Gadaf's Qmoeva
- Infantry Support Qmoeva
- Intermediate Arsenal Qmoeva
- Multi Knight Qmoeva
- Multi Queen Qmoeva
- Multi Rook Qmoeva
- Palace King Qmoeva
- Palace Knight Qmoeva
- Palace Queen Qmoeva
- Purger Queen Qmoeva
- Rebel Emperor Qmoeva
- Rebel Kaizer Qmoeva
- Rebel Queen Qmoeva
- Sadar's Qmoeva
- Striker Qmoeva
- Support Trainee Qmoeva
- Suppressor Hermit Qmoeva
- Suppressor Knight Qmoeva
- Suppressor Queen Qmoeva
- Suppressor Rook Qmoeva
- Talon King Qmoeva
- Talon Knight Qmoeva
- Talon Queen Qmoeva
- True King Qmoeva
- True Queen Qmoeva
- Twin Qmoeva
- Urdu's Qmoeva
- War Emperor Qmoeva
- War Kaizer Qmoeva

Caladar

- Caladar
- De Ezich
- Deva Caladar
- Girhi Caladar
- Ladha Caladar
- Naguth Caladar
- Ozuchi Caladar
- Sazon Caladar
- Soghu Caladar
- Zeulbe Caladar

Seidr

- Aegis Raptor Seidr
- Ahama's Seidr
- Armored Cruiser Seidr
- Badul's Seidr
- Enhanced Attack Seidr
- Enhanced Defense Seidr
- Grav Raptor Seidr
- Laser Raptor Seidr
- MG068: Megisia
- Sharnaak's Seidr

Xern

- Leva'el, the Terminus
- Luxaar's Xern
- Orion Xern

Shrad

- Avaricious Shrad
- Experimental Flight Shrad
- Fleet Shrad
- Hazard Shrad
- Jet Shrad
- Mach Shrad
- QUick Shrad
- Rocket Shrad
- Sector Security Shrad
- Swift Shrad

Xe-dom

- Bismuth Xe-dom
- Du-rha, the Imprisoned
- Gi-zho, the Iron Deity
- Go-rha, the Guardian Deity
- Lord Xe-dom
- Molybdenum Xe-dom
- Nu-rhor, the Dark Deity
- Strontium Xe-dom

Zig

- Assault Barrager Zig
- Assault Gunner Zig
- Assault Launcher Zig
- Auto Gunner Zig
- Damaged Zig
- Enhanced Attack Range Zig
- Enhanced Barrager Zig
- Enhanced Gunner Zig
- Enhanced Launcher Zig
- Enhanced Search Zig
- Enhanced Support Zig
- Experimental Compact Zig
- Experimental Second-Gen Zig
- Frontline Surveillance Zig
- Howitzer Barrager Zig
- Howitzer Gunner Zig
- Howitzer Launcher Zig
- Mortar Gunner Zig
- Mortar Launcher Zig
- Mortar Sniper Zig
- Palace Barrager Zig
- Revolver Barrager Zig
- Revolver Gunner Zig
- Strike Barrager Zig
- Strike Gunner Zig
- Strike Launcher Zig
- Unlimited Output Zig
- Vulcan Barrager Zig
- Vulcan Gunner Zig
- Vulcan Launcher Zig

Fal-swo

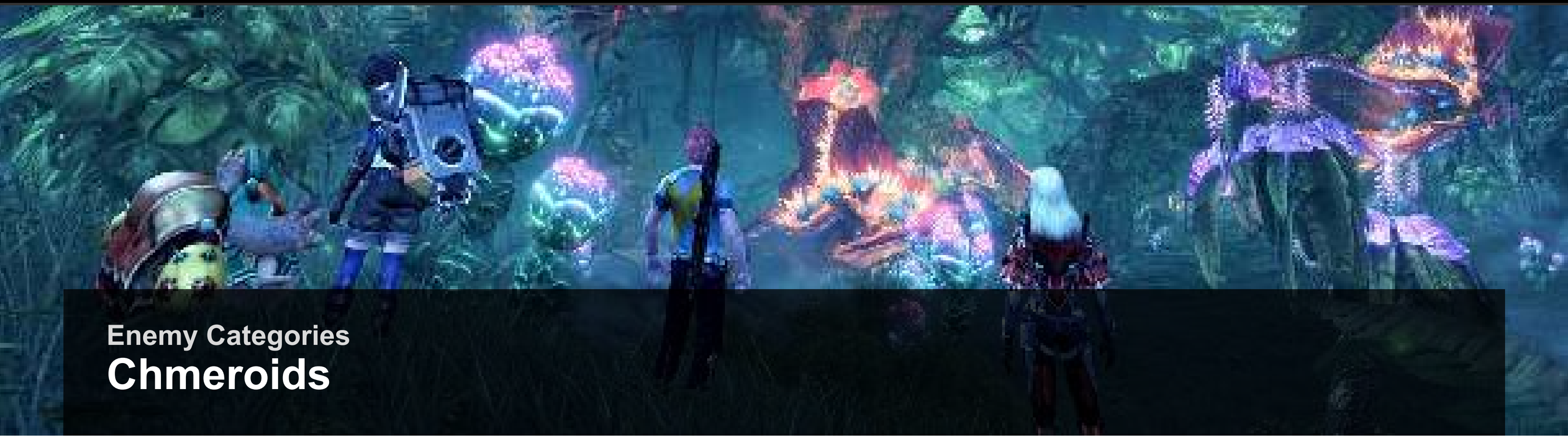
- Chromium Fal-swo
- Ga-uhl, the Precept-Keeper
- Ji-ett, the Thunderclap
- Nickel Fal-swo
- No-dhor, the Shadowcaster
- Rhenium Fal-swo
- Rubidium Fal-swo
- Selenium Fal-swo
- Stainless Fal-swo
- Tantalum Fal-swo
- Tellurium Fal-swo
- Thallium Fal-swo
- Ya-rhat, the Thundercloud
- Zirconium Fal-swo

Human-Made Skell

- Alexa Special
- Blood Despair
- Briggs
- Dolba the Wrecker
- Fosdyke
- Gold Courage
- Grenade Pizza F
- Interfearence
- Leroy's Ire
- Lightning Strike
- Lineage
- Moorehouse
- Prog Ares
- Running Shark

BLADE

- Gadd
- Gwin
- Gwin
- Harvey



Enemy Categories

Chmeroids

Chimera

- Lao
- Lugalbanda, the Wanderer-King
- Major Chimera
- Mezzo Chimera
- Minor Chimera
- Queen Chimera
- Soldier Chimera

Enemy Categories

Ultrafauna

Yggralith

- **Pharsis, the Everqueen**

Telethia

- **Telethia, the Endbringer**

Enemies (Alphabetical)

A

Abyssal Levitath

Designation	Normal
Level	51-60
Experience	1212-1560
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	458263-536274
Melee Attack	1250-1558
Melee Accuracy	231-266
Ranged Attack	1513-1886
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	154-190

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Sparkling Purple Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Abyssal Sacrifole

Designation	Normal
Level	21-30
Experience	112-184
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	16964-28897
Melee Attack	250-369
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	56-87

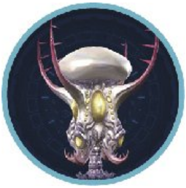
Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Azure Sacrifole Feather, Shimmering Silk, Scratched Jewel

Abyssal Unafulge



Designation	Normal
Level	51-60
Experience	303-390
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	651-811
Melee Accuracy	250-287
Ranged Attack	651-811
Ranged Accuracy	244-281
Potential	723-902
Evasion	165-204

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

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Abyssal Vesper

Designation	Normal
Level	21-30
Experience	106-175
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	21326-36328
Melee Attack	275-406
Melee Accuracy	152-183
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	60-93

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Acid Dilus

Designation	Normal
Level	41-50
Experience	417-576
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	85784-103799
Melee Attack	889-1152
Melee Accuracy	228-264
Ranged Attack	703-912
Ranged Accuracy	197-229
Potential	666-864
Evasion	106-135

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Crimson Dilus Eye, Moving Dilus Tail, Pristine Dorsal Fin, Cloudy Eyeball, Quality Pelt, Muddy Pelt

Adamant Armored Suid

Designation	Normal
Level	41-50
Experience	227-314
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	67313-81450
Melee Attack	597-774
Melee Accuracy	202-234
Ranged Attack	489-633
Ranged Accuracy	192-223
Potential	543-704
Evasion	115-146

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Tough Humpsteak, Succulent Meat, Fleecy Fur

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Adamant Suid

Designation	Normal
Level	31-40
Experience	144-204
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	37885-53034
Melee Attack	385-525
Melee Accuracy	173-199
Ranged Attack	346-473
Ranged Accuracy	164-190
Potential	385-525
Evasion	85-112

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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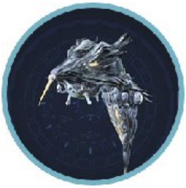
Adonis Turba



Designation	Normal
Level	31-40
Experience	154-218
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	29274-40981
Melee Attack	385-525
Melee Accuracy	182-210
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	89-117

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Black Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Aegis Raptor Seidr

Designation	Normal
Level	41-50
Experience	1108-1529
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	387724-469152
Melee Attack	1185-1535
Melee Accuracy	208-240
Ranged Attack	1185-1535
Ranged Accuracy	223-258
Potential	987-1279
Evasion	97-120

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

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Agito, the Golden

Designation	Tyrant
Level	36-40
Experience	531-623
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	69949-80563
Melee Attack	441-501
Melee Accuracy	202-25
Ranged Attack	441-501
Ranged Accuracy	197-210
Potential	441-501
Evasion	118-132

Attribute Resistances

Physical	**25**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Golden Medal, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Agnes, the Divine-Scaled

Designation	Tyrant
Level	67
Experience	4475
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	2335904
Melee Attack	3418
Melee Accuracy	316
Ranged Attack	3418
Ranged Accuracy	310
Potential	2972
Evasion	175

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**15**
Electric	**-20**
Gravity	**5**

Salvageable Materials

Tersqual Fire Pouch, Tersqual Eel Kebab, Brilliant Tersqual Liquid, Juicy Wild Meat, Rough Skin

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Ahama, the Covetous

Designation	Tyrant
Level	60
Experience	468
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	163447
Melee Attack	861
Melee Accuracy	294
Ranged Attack	947
Ranged Accuracy	303
Potential	861
Evasion	209

Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Combat Boost Meds, Fine Red Belt, Broken Buckle

Ahama’s Seidr

Designation	Tyrant
Level	84
Experience	2533
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	364068
Melee Attack	2362
Melee Accuracy	408
Ranged Attack	2460
Ranged Accuracy	421
Potential	1968
Evasion	175278

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Seidr Control Device, Advanced Chamber, Advanced Crank, Turquoise Metal, Advanced Lens, Upgraded Lens

Air Support Galdr

Designation	Tyrant
Level	54
Experience	1109
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	246623
Melee Attack	1121
Melee Accuracy	268
Ranged Attack	1345
Ranged Accuracy	302
Potential	1121
Evasion	139

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

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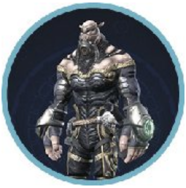
Ajiba Falgo



Designation	Boss
Level	17-20
Experience	50-62
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	15510-18678
Melee Attack	191-225
Melee Accuracy	143-150
Ranged Attack	165-194
Ranged Accuracy	125-131
Potential	174-205
Evasion	42-47

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Alba Blatta

Designation	Normal
Level	11-20
Experience	22-37
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	4393-13605
Melee Attack	105-184
Melee Accuracy	125-143
Ranged Attack	105-184
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Alba Femina Suid

Designation	Normal
Level	21-30
Experience	84-138
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	20939-35668
Melee Attack	244-360
Melee Accuracy	137-166
Ranged Attack	231-341
Ranged Accuracy	136-165
Potential	250-369
Evasion	56-87

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Alba Lepyx

Designation	Normal
Level	11-20
Experience	88-153
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	14516-30892
Melee Attack	201-353
Melee Accuracy	137-157
Ranged Attack	184-322
Ranged Accuracy	132-151
Potential	175-307
Evasion	28-42

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Lepyx Sunstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

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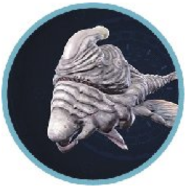
Albin, the Wicked Meddler



Designation	Tyrant
Level	56
Experience	2816
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	1798505
Melee Attack	2649
Melee Accuracy	270
Ranged Attack	2296
Ranged Accuracy	258
Potential	2355
Evasion	205

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**5**
Electric	**-45**
Gravity	**-20**

Salvageable Materials

Large Purgovent Liver, Stout Purgovent Extract, Smooth Tail Fin, Purgovent Jaw Meat, Quirky Liver, Smelly Fish Meat

Ald, the Extravagant

Designation	Tyrant
Level	61-65
Experience	1227-1374
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	131973-140370
Melee Attack	877-953
Melee Accuracy	295-299
Ranged Attack	877-953
Ranged Accuracy	289-294
Potential	877-953
Evasion	220-225

Attribute Resistances

Physical	**25**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Golden Cedar, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Alexa Special

Designation	Boss
Level	16
Experience	112
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	21321
Melee Attack	247
Melee Accuracy	135
Ranged Attack	247
Ranged Accuracy	130
Potential	247
Evasion	45

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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Alexei, the Jade

Designation	Tyrant
Level	35
Experience	446
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	136113
Melee Attack	607
Melee Accuracy	204
Ranged Attack	623
Ranged Accuracy	199
Potential	639
Evasion	110

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Monoceros Hoof Hook, Green Monoceros Horn, Monoceros Wind, Slender Horn, Worn Muscle Fiber

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Alfombra, the Transcendent

Designation	Tyrant
Level	14
Experience	151
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	27199
Melee Attack	277
Melee Accuracy	124
Ranged Attack	254
Ranged Accuracy	119
Potential	229
Evasion	41

Attribute Resistances

Physical	**55**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Orange Tequila, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

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Alithios, the Indignant

Designation	Tyrant
Level	81
Experience	7031
Location	Cauldros
Time	0:00-0:00
Weather	Brimstone Rain

Stats

HP	3277963
Melee Attack	4708
Melee Accuracy	340
Ranged Attack	4519
Ranged Accuracy	335
Potential	3766
Evasion	144

Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**100**
Electric	**-20**
Gravity	**-20**

Salvageable Materials

Gularthian Everflame, Gularthian Flint, Scorching Giant Cells, Lava Crystal, Flaming Rock

---

Almandal

Designation	Boss
Level	28
Experience	1270
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	121060
Melee Attack	405
Melee Accuracy	178
Ranged Attack	374
Ranged Accuracy	164
Potential	343
Evasion	79

Attribute Resistances

Physical	**35**
Beam	**-10**
Ether	**35**
Thermal	**35**
Electric	**-5**
Gravity	**-30**

Salvageable Materials

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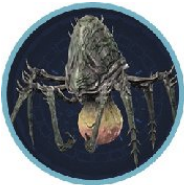
Amrita Scirpo



Designation	Normal
Level	11-20
Experience	57-99
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7524-16012
Melee Attack	125-219
Melee Accuracy	125-143
Ranged Attack	125-219
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-53

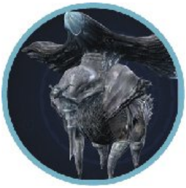
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Ancient Coronid



Designation	Normal
Level	51-70
Experience	2270-3822
Location	Sylvalum
Time	0:00-0:00
Weather	All (Except Crimson Auroras)

Stats

HP	1162262-1579987
Melee Attack	2763-4191
Melee Accuracy	231-275
Ranged Attack	2961-4491
Ranged Accuracy	233-277
Potential	1974-2994
Evasion	38-50

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Coronid Larynx, Coronid Dung, Thick Coronid Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Ancient Progen

Designation	Normal
Level	31-40
Experience	255-362
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	498-681
Ranged Accuracy	177-205
Potential	525-717
Evasion	94-123

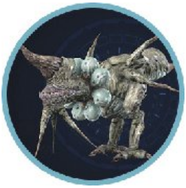
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Silver Progen Wing, Large Hoof, Small Scale

Andrea, the Famished Hunter



Designation	Tyrant
Level	51
Experience	719
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	224150
Melee Attack	1034
Melee Accuracy	249
Ranged Attack	1086
Ranged Accuracy	250
Potential	1034
Evasion	153

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

White Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

Andrei, the Cunning

Designation	Tyrant
Level	40
Experience	598
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	162718
Melee Attack	808
Melee Accuracy	220
Ranged Attack	676
Ranged Accuracy	194
Potential	752
Evasion	126

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

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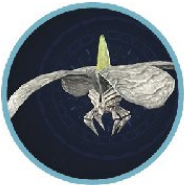
Angelita, the Blade Bouquet



Designation	Tyrant
Level	61
Experience	804
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	155430
Melee Attack	965
Melee Accuracy	295
Ranged Attack	965
Ranged Accuracy	289
Potential	965
Evasion	205

Attribute Resistances

Physical	**45**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

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Angry Simius

Designation	Normal
Level	21-30
Experience	165-270
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	30284-51586
Melee Attack	393-579
Melee Accuracy	141-170
Ranged Attack	350-516
Ranged Accuracy	136-165
Potential	342-504
Evasion	55-85

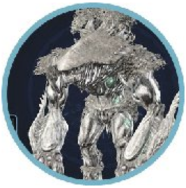
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Anselm, the Triumphant



Designation	Tyrant
Level	58
Experience	2635
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1421431
Melee Attack	2140
Melee Accuracy	271
Ranged Attack	1893
Ranged Accuracy	252
Potential	1646
Evasion	95

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Sylooth Tonic Water, White Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Antara, the Water Diviner

Designation	Tyrant
Level	46
Experience	1548
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	750758
Melee Attack	1384
Melee Accuracy	217
Ranged Attack	1325
Ranged Accuracy	212
Potential	1205
Evasion	140

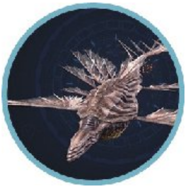
Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Red Brandy, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna , Blue Fungi, Viscous Humour

Antares Levitath



Designation	Normal
Level	51-60
Experience	1212-1560
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	458263-536274
Melee Attack	1250-1558
Melee Accuracy	231-266
Ranged Attack	1513-1886
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	154-190

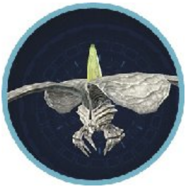
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Sparkling Red Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Aquatic Sacrifole



Designation	Normal
Level	21-30
Experience	112-184
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	16964-28897
Melee Attack	250-369
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	56-87

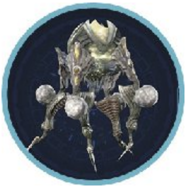
Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

Aquatic Visigel



Designation	Normal
Level	51-70
Experience	424-714
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	83018-112856
Melee Attack	887-1346
Melee Accuracy	250-294
Ranged Attack	985-1495
Ranged Accuracy	250-299
Potential	985-1495
Evasion	154-200

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Visigel Poison Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

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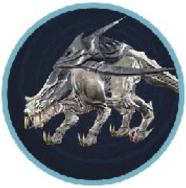
Arch Caro



Designation	Normal
Level	41-50
Experience	179-247
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	54927-66463
Melee Attack	583-756
Melee Accuracy	213-246
Ranged Attack	489-633
Ranged Accuracy	187-217
Potential	543-704
Evasion	123-157

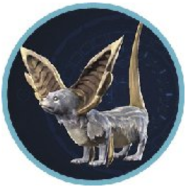
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

Archibolt, the Revolutionary



Designation	Tyrant
Level	11
Experience	85
Location	Primordia
Time	0:00-0:00
Weather	Rain

Stats

HP	22261
Melee Attack	141
Melee Accuracy	131
Ranged Attack	121
Ranged Accuracy	126
Potential	135
Evasion	39

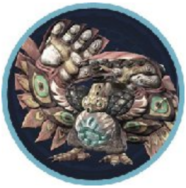
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Terebra Paw Stamp, Terebra Oil Grease, Sharp Ear, Perforated Oar, Taut Leather

Aria, the ZauberflÖte



Designation	Tyrant
Level	13
Experience	104
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	28749
Melee Attack	157
Melee Accuracy	138
Ranged Attack	157
Ranged Accuracy	133
Potential	157
Evasion	41

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

---

Armed Destroyer Galdr

Designation	Tyrant
Level	45
Experience	837
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	206890
Melee Attack	922
Melee Accuracy	231
Ranged Attack	1010
Ranged Accuracy	259
Potential	878
Evasion	109

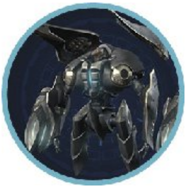
Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Armed Engineer Galdr



Designation	Tyrant
Level	41
Experience	716
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	189232
Melee Attack	894
Melee Accuracy	240
Ranged Attack	816
Ranged Accuracy	223
Potential	778
Evasion	99

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Armed Recon Galdr

Designation	Tyrant
Level	65
Experience	1512
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	295190
Melee Attack	1430
Melee Accuracy	329
Ranged Attack	1572
Ranged Accuracy	323
Potential	1430
Evasion	184

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Armored Criuser Seidr

Designation	Tyrant
Level	61
Experience	3136
Location	Cauldros
Time	5:00-19:00
Weather	All

Stats

HP	1279459
Melee Attack	2106
Melee Accuracy	295
Ranged Attack	2106
Ranged Accuracy	318
Potential	1754
Evasion	160

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

---

Asana, the Azure Star

Designation	Tyrant
Level	30
Experience	1242
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	817066
Melee Attack	1030
Melee Accuracy	183
Ranged Attack	1084
Ranged Accuracy	178
Potential	1057
Evasion	93

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Purple Cervus Antlers, Large Hoof, Supple Leather

---

Assault Barrager Zig

Designation	Normal
Level	31-40
Experience	215-305
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	0
Melee Accuracy	0
Ranged Attack	656-896
Ranged Accuracy	224-260
Potential	0
Evasion	44-57

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

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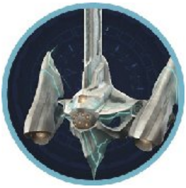
Assault Gunner Zig



Designation	Normal
Level	41-50
Experience	318-439
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	926-1200
Ranged Accuracy	263-305
Potential	0
Evasion	59-75

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Assault Launcher Zig

Designation	Normal
Level	51-60
Experience	452-582
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1233-1537
Ranged Accuracy	310-357
Potential	0
Evasion	77-95

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Ataraxia Oc-serv

Designation	Normal
Level	41-50
Experience	284-392
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	64621-78192
Melee Attack	570-739
Melee Accuracy	187-216
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Oc-serv Northern Crest, Elemental, Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Atreides, the Distinguished

Designation	Tyrant
Level	74
Experience	7529
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	3335885
Melee Attack	4173
Melee Accuracy	294
Ranged Attack	4173
Ranged Accuracy	361
Potential	3210
Evasion	51

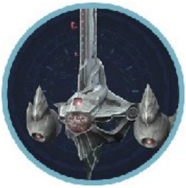
Attribute Resistances

Physical	**60**
Beam	**15**
Ether	**-10**
Thermal	**-10**
Electric	**15**
Gravity	**15**

Salvageable Materials

Sabula Backbone, Nutritious Microbes, Scratched Jewel

Auto Gunner Zig



Designation	Normal
Level	41-50
Experience	318-439
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	926-1200
Ranged Accuracy	263-305
Potential	0
Evasion	59-75

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Autosentry

Designation	Boss
Level	30
Experience	110
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	29459
Melee Attack	319
Melee Accuracy	166
Ranged Attack	352
Ranged Accuracy	161
Potential	336
Evasion	76

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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Autosentry Mk. II

Designation	Boss
Level	60
Experience	312
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	69327
Melee Attack	779
Melee Accuracy	273
Ranged Attack	861
Ranged Accuracy	268
Potential	820
Evasion	171

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

—

Avaricious Shrad

Designation	Normal
Level	51-60
Experience	323-416
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	723-902
Melee Accuracy	305-350
Ranged Attack	723-902
Ranged Accuracy	298-343
Potential	723-902
Evasion	169-209

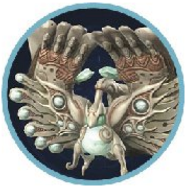
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Tempered Blade Module, Multi-wire, Reinforced Crank

Awakened Liceor



Designation	Normal
Level	41-50
Experience	284-392
Location	Sylvalum
Time	0:00-0:00
Weather	Rising Energy Mist

Stats

HP	67313-81450
Melee Attack	556-723
Melee Accuracy	213-246
Ranged Attack	556-721
Ranged Accuracy	208-240
Potential	543-704
Evasion	112-142

Attribute Resistances

Physical	**5**
Beam	**-25**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Liceor Horn, Giant Jade Pearl, Liceor Sun Bead, Dull Stone, Small Scale

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Azure Blatta

Designation	Normal
Level	51-60
Experience	145-187
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	49346-57746
Melee Attack	625-779
Melee Accuracy	244-280
Ranged Attack	625-779
Ranged Accuracy	239-275
Potential	658-820
Evasion	154-190

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

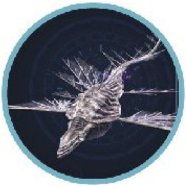
Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Enemies (Alphabetical)

A

Abyssal Levitath



Designation	Normal
Level	51-60
Experience	1212-1560
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	458263-536274
Melee Attack	1250-1558
Melee Accuracy	231-266
Ranged Attack	1513-1886
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	154-190

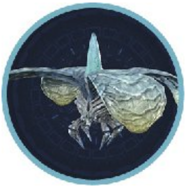
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Sparkling Purple Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Abyssal Sacrifole



Designation	Normal
Level	21-30
Experience	112-184
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	16964-28897
Melee Attack	250-369
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	56-87

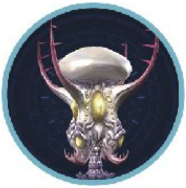
Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Azure Sacrifole Feather, Shimmering Silk, Scratched Jewel

Abyssal Unafulge



Designation	Normal
Level	51-60
Experience	303-390
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	651-811
Melee Accuracy	250-287
Ranged Attack	651-811
Ranged Accuracy	244-281
Potential	723-902
Evasion	165-204

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Abyssal Vesper

Designation	Normal
Level	21-30
Experience	106-175
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	21326-36328
Melee Attack	275-406
Melee Accuracy	152-183
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	60-93

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Acid Dilus

Designation	Normal
Level	41-50
Experience	417-576
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	85784-103799
Melee Attack	889-1152
Melee Accuracy	228-264
Ranged Attack	703-912
Ranged Accuracy	197-229
Potential	666-864
Evasion	106-135

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Crimson Dilus Eye, Moving Dilus Tail, Pristine Dorsal Fin, Cloudy Eyeball, Quality Pelt, Muddy Pelt

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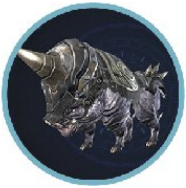
Adamant Armored Suid



Designation	Normal
Level	41-50
Experience	227-314
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	67313-81450
Melee Attack	597-774
Melee Accuracy	202-234
Ranged Attack	489-633
Ranged Accuracy	192-223
Potential	543-704
Evasion	115-146

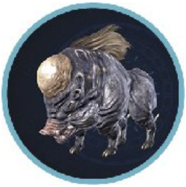
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Tough Humpsteak, Succulent Meat, Fleecy Fur

Adamant Suid



Designation	Normal
Level	31-40
Experience	144-204
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	37885-53034
Melee Attack	385-525
Melee Accuracy	173-199
Ranged Attack	346-473
Ranged Accuracy	164-190
Potential	385-525
Evasion	85-112

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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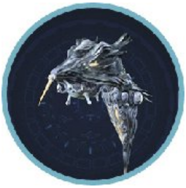
Adonis Turba



Designation	Normal
Level	31-40
Experience	154-218
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	29274-40981
Melee Attack	385-525
Melee Accuracy	182-210
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	89-117

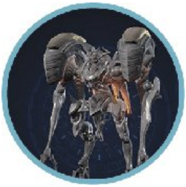
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Black Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Aegis Raptor Seidr



Designation	Normal
Level	41-50
Experience	1108-1529
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	387724-469152
Melee Attack	1185-1535
Melee Accuracy	208-240
Ranged Attack	1185-1535
Ranged Accuracy	223-258
Potential	987-1279
Evasion	97-120

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

Agito, the Golden

Designation	Tyrant
Level	36-40
Experience	531-623
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	69949-80563
Melee Attack	441-501
Melee Accuracy	202-25
Ranged Attack	441-501
Ranged Accuracy	197-210
Potential	441-501
Evasion	118-132

Attribute Resistances

Physical	**25**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Golden Medal, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Agnes, the Divine-Scaled

Designation	Tyrant
Level	67
Experience	4475
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	2335904
Melee Attack	3418
Melee Accuracy	316
Ranged Attack	3418
Ranged Accuracy	310
Potential	2972
Evasion	175

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**15**
Electric	**-20**
Gravity	**5**

Salvageable Materials

Tersqual Fire Pouch, Tersqual Eel Kebab, Brilliant Tersqual Liquid, Juicy Wild Meat, Rough Skin

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Ahama, the Covetous

Designation	Tyrant
Level	60
Experience	468
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	163447
Melee Attack	861
Melee Accuracy	294
Ranged Attack	947
Ranged Accuracy	303
Potential	861
Evasion	209

Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Combat Boost Meds, Fine Red Belt, Broken Buckle

Ahama’s Seidr

Designation	Tyrant
Level	84
Experience	2533
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	364068
Melee Attack	2362
Melee Accuracy	408
Ranged Attack	2460
Ranged Accuracy	421
Potential	1968
Evasion	175278

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Seidr Control Device, Advanced Chamber, Advanced Crank, Turquoise Metal, Advanced Lens, Upgraded Lens

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Air Support Galdr

Designation	Tyrant
Level	54
Experience	1109
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	246623
Melee Attack	1121
Melee Accuracy	268
Ranged Attack	1345
Ranged Accuracy	302
Potential	1121
Evasion	139

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

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Ajiba Falgo

Designation	Boss
Level	17-20
Experience	50-62
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	15510-18678
Melee Attack	191-225
Melee Accuracy	143-150
Ranged Attack	165-194
Ranged Accuracy	125-131
Potential	174-205
Evasion	42-47

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Alba Blatta

Designation	Normal
Level	11-20
Experience	22-37
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	4393-13605
Melee Attack	105-184
Melee Accuracy	125-143
Ranged Attack	105-184
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Alba Femina Suid

Designation	Normal
Level	21-30
Experience	84-138
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	20939-35668
Melee Attack	244-360
Melee Accuracy	137-166
Ranged Attack	231-341
Ranged Accuracy	136-165
Potential	250-369
Evasion	56-87

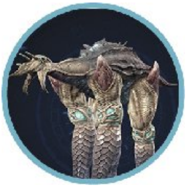
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Alba Lepyx



Designation	Normal
Level	11-20
Experience	88-153
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	14516-30892
Melee Attack	201-353
Melee Accuracy	137-157
Ranged Attack	184-322
Ranged Accuracy	132-151
Potential	175-307
Evasion	28-42

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Lepyx Sunstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

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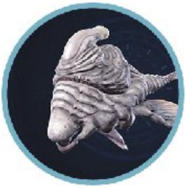
Albin, the Wicked Meddler



Designation	Tyrant
Level	56
Experience	2816
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	1798505
Melee Attack	2649
Melee Accuracy	270
Ranged Attack	2296
Ranged Accuracy	258
Potential	2355
Evasion	205

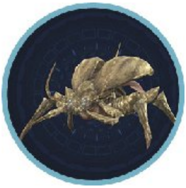
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**5**
Electric	**-45**
Gravity	**-20**

Salvageable Materials

Large Purgovent Liver, Stout Purgovent Extract, Smooth Tail Fin, Purgovent Jaw Meat, Quirky Liver, Smelly Fish Meat

Ald, the Extravagant



Designation	Tyrant
Level	61-65
Experience	1227-1374
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	131973-140370
Melee Attack	877-953
Melee Accuracy	295-299
Ranged Attack	877-953
Ranged Accuracy	289-294
Potential	877-953
Evasion	220-225

Attribute Resistances

Physical	**25**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Golden Cedar, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Alexa Special

Designation	Boss
Level	16
Experience	112
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	21321
Melee Attack	247
Melee Accuracy	135
Ranged Attack	247
Ranged Accuracy	130
Potential	247
Evasion	45

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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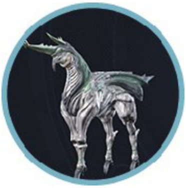
Alexei, the Jade



Designation	Tyrant
Level	35
Experience	446
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	136113
Melee Attack	607
Melee Accuracy	204
Ranged Attack	623
Ranged Accuracy	199
Potential	639
Evasion	110

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Monoceros Hoof Hook, Green Monoceros Horn, Monoceros Wind, Slender Horn, Worn Muscle Fiber

Alfombra, the Transcendent

Designation	Tyrant
Level	14
Experience	151
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	27199
Melee Attack	277
Melee Accuracy	124
Ranged Attack	254
Ranged Accuracy	119
Potential	229
Evasion	41

Attribute Resistances

Physical	**55**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Orange Tequila, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

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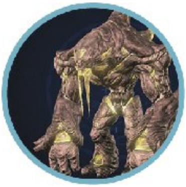
Alithios, the Indignant



Designation	Tyrant
Level	81
Experience	7031
Location	Cauldros
Time	0:00-0:00
Weather	Brimstone Rain

Stats

HP	3277963
Melee Attack	4708
Melee Accuracy	340
Ranged Attack	4519
Ranged Accuracy	335
Potential	3766
Evasion	144

Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**100**
Electric	**-20**
Gravity	**-20**

Salvageable Materials

Gulарthian Everflame, Gularthian Flint, Scorching Giant Cells, Lava Crystal, Flaming Rock

Almandal

Designation	Boss
Level	28
Experience	1270
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	121060
Melee Attack	405
Melee Accuracy	178
Ranged Attack	374
Ranged Accuracy	164
Potential	343
Evasion	79

Attribute Resistances

Physical	**35**
Beam	**-10**
Ether	**35**
Thermal	**35**
Electric	**-5**
Gravity	**-30**

Salvageable Materials

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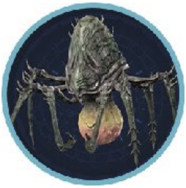
Amrita Scirpo



Designation	Normal
Level	11-20
Experience	57-99
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7524-16012
Melee Attack	125-219
Melee Accuracy	125-143
Ranged Attack	125-219
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-53

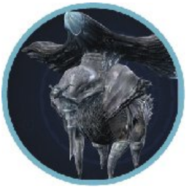
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Ancient Coronid



Designation	Normal
Level	51-70
Experience	2270-3822
Location	Sylvalum
Time	0:00-0:00
Weather	All (Except Crimson Auroras)

Stats

HP	1162262-1579987
Melee Attack	2763-4191
Melee Accuracy	231-275
Ranged Attack	2961-4491
Ranged Accuracy	233-277
Potential	1974-2994
Evasion	38-50

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Coronid Larynx, Coronid Dung, Thick Coronid Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Ancient Progen

Designation	Normal
Level	31-40
Experience	255-362
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	498-681
Ranged Accuracy	177-205
Potential	525-717
Evasion	94-123

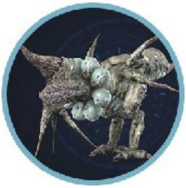
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Silver Progen Wing, Large Hoof, Small Scale

Andrea, the Famished Hunter



Designation	Tyrant
Level	51
Experience	719
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

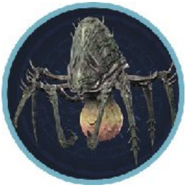
HP	224150
Melee Attack	1034
Melee Accuracy	249
Ranged Attack	1086
Ranged Accuracy	250
Potential	1034
Evasion	153

Attribute Resistances

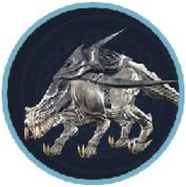
Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

White Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium



Andrei, the Cunning



Designation	Tyrant
Level	40
Experience	598
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	162718
Melee Attack	808
Melee Accuracy	220
Ranged Attack	676
Ranged Accuracy	194
Potential	752
Evasion	126

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

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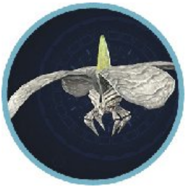
Angelita, the Blade Bouquet



Designation	Tyrant
Level	61
Experience	804
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	155430
Melee Attack	965
Melee Accuracy	295
Ranged Attack	965
Ranged Accuracy	289
Potential	965
Evasion	205

Attribute Resistances

Physical	**45**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

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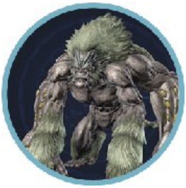
Angry Simius



Designation	Normal
Level	21-30
Experience	165-270
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	30284-51586
Melee Attack	393-579
Melee Accuracy	141-170
Ranged Attack	350-516
Ranged Accuracy	136-165
Potential	342-504
Evasion	55-85

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Anselm, the Triumphant

Designation	Tyrant
Level	58
Experience	2635
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1421431
Melee Attack	2140
Melee Accuracy	271
Ranged Attack	1893
Ranged Accuracy	252
Potential	1646
Evasion	95

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Sylooth Tonic Water, White Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Antara, the Water Diviner

Designation	Tyrant
Level	46
Experience	1548
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	750758
Melee Attack	1384
Melee Accuracy	217
Ranged Attack	1325
Ranged Accuracy	212
Potential	1205
Evasion	140

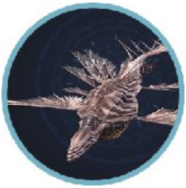
Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Red Brandy, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna , Blue Fungi, Viscous Humour

Antares Levitath



Designation	Normal
Level	51-60
Experience	1212-1560
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	458263-536274
Melee Attack	1250-1558
Melee Accuracy	231-266
Ranged Attack	1513-1886
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	154-190

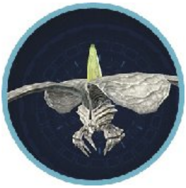
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Sparkling Red Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Aquatic Sacrifole



Designation	Normal
Level	21-30
Experience	112-184
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	16964-28897
Melee Attack	250-369
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	56-87

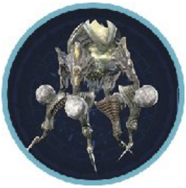
Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

Aquatic Visigel



Designation	Normal
Level	51-70
Experience	424-714
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	83018-112856
Melee Attack	887-1346
Melee Accuracy	250-294
Ranged Attack	985-1495
Ranged Accuracy	250-299
Potential	985-1495
Evasion	154-200

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Visigel Poison Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

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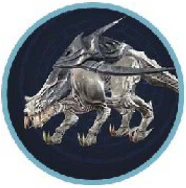
Arch Caro



Designation	Normal
Level	41-50
Experience	179-247
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	54927-66463
Melee Attack	583-756
Melee Accuracy	213-246
Ranged Attack	489-633
Ranged Accuracy	187-217
Potential	543-704
Evasion	123-157

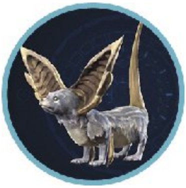
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

Archibolt, the Revolutionary



Designation	Tyrant
Level	11
Experience	85
Location	Primordia
Time	0:00-0:00
Weather	Rain

Stats

HP	22261
Melee Attack	141
Melee Accuracy	131
Ranged Attack	121
Ranged Accuracy	126
Potential	135
Evasion	39

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Terebra Paw Stamp, Terebra Oil Grease, Sharp Ear, Perforated Oar, Taut Leather

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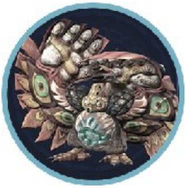
Aria, the ZauberflÖte



Designation	Tyrant
Level	13
Experience	104
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	28749
Melee Attack	157
Melee Accuracy	138
Ranged Attack	157
Ranged Accuracy	133
Potential	157
Evasion	41

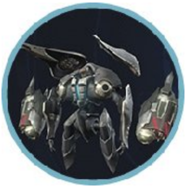
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Armed Destroyer Galdr



Designation	Tyrant
Level	45
Experience	837
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	206890
Melee Attack	922
Melee Accuracy	231
Ranged Attack	1010
Ranged Accuracy	259
Potential	878
Evasion	109

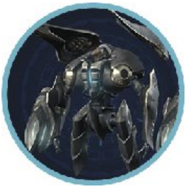
Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Armed Engineer Galdr



Designation	Tyrant
Level	41
Experience	716
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	189232
Melee Attack	894
Melee Accuracy	240
Ranged Attack	816
Ranged Accuracy	223
Potential	778
Evasion	99

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Armed Recon Galdr

Designation	Tyrant
Level	65
Experience	1512
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	295190
Melee Attack	1430
Melee Accuracy	329
Ranged Attack	1572
Ranged Accuracy	323
Potential	1430
Evasion	184

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Armored Criuser Seidr

Designation	Tyrant
Level	61
Experience	3136
Location	Cauldros
Time	5:00-19:00
Weather	All

Stats

HP	1279459
Melee Attack	2106
Melee Accuracy	295
Ranged Attack	2106
Ranged Accuracy	318
Potential	1754
Evasion	160

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

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Asana, the Azure Star

Designation	Tyrant
Level	30
Experience	1242
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	817066
Melee Attack	1030
Melee Accuracy	183
Ranged Attack	1084
Ranged Accuracy	178
Potential	1057
Evasion	93

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Purple Cervus Antlers, Large Hoof, Supple Leather

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Assault Barrager Zig

Designation	Normal
Level	31-40
Experience	215-305
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	0
Melee Accuracy	0
Ranged Attack	656-896
Ranged Accuracy	224-260
Potential	0
Evasion	44-57

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Assault Gunner Zig

Designation	Normal
Level	41-50
Experience	318-439
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	926-1200
Ranged Accuracy	263-305
Potential	0
Evasion	59-75

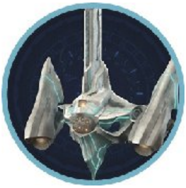
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Assault Launcher Zig



Designation	Normal
Level	51-60
Experience	452-582
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1233-1537
Ranged Accuracy	310-357
Potential	0
Evasion	77-95

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Ataraxia Oc-serv

Designation	Normal
Level	41-50
Experience	284-392
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

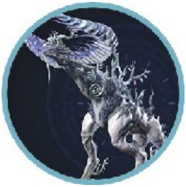
HP	64621-78192
Melee Attack	570-739
Melee Accuracy	187-216
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	129-165

Attribute Resistances

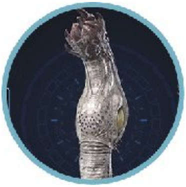
Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Oc-serv Northern Crest, Elemental, Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil



Atreides, the Distinguished



Designation	Tyrant
Level	74
Experience	7529
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	3335885
Melee Attack	4173
Melee Accuracy	294
Ranged Attack	4173
Ranged Accuracy	361
Potential	3210
Evasion	51

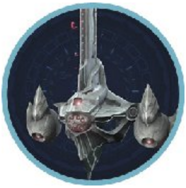
Attribute Resistances

Physical	**60**
Beam	**15**
Ether	**-10**
Thermal	**-10**
Electric	**15**
Gravity	**15**

Salvageable Materials

Sabula Backbone, Nutritious Microbes, Scratched Jewel

Auto Gunner Zig



Designation	Normal
Level	41-50
Experience	318-439
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	926-1200
Ranged Accuracy	263-305
Potential	0
Evasion	59-75

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

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Autosentry

Designation	Boss
Level	30
Experience	110
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	29459
Melee Attack	319
Melee Accuracy	166
Ranged Attack	352
Ranged Accuracy	161
Potential	336
Evasion	76

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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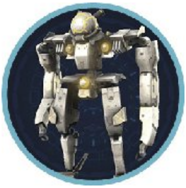
Autosentry Mk. II



Designation	Boss
Level	60
Experience	312
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	69327
Melee Attack	779
Melee Accuracy	273
Ranged Attack	861
Ranged Accuracy	268
Potential	820
Evasion	171

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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Avaricious Shrad

Designation	Normal
Level	51-60
Experience	323-416
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	723-902
Melee Accuracy	305-350
Ranged Attack	723-902
Ranged Accuracy	298-343
Potential	723-902
Evasion	169-209

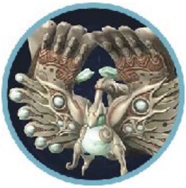
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Tempered Blade Module, Multi-wire, Reinforced Crank

Awakened Liceor



Designation	Normal
Level	41-50
Experience	284-392
Location	Sylvalum
Time	0:00-0:00
Weather	Rising Energy Mist

Stats

HP	67313-81450
Melee Attack	556-723
Melee Accuracy	213-246
Ranged Attack	556-721
Ranged Accuracy	208-240
Potential	543-704
Evasion	112-142

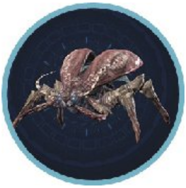
Attribute Resistances

Physical	**5**
Beam	**-25**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Liceor Horn, Giant Jade Pearl, Liceor Sun Bead, Dull Stone, Small Scale

Azure Blatta



Designation	Normal
Level	51-60
Experience	145-187
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	49346-57746
Melee Attack	625-779
Melee Accuracy	244-280
Ranged Attack	625-779
Ranged Accuracy	239-275
Potential	658-820
Evasion	154-190

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Enemies (Alphabetical)

B

Baabara, the Evangelical

Designation	Tyrant
Level	12
Experience	72
Location	Primorida
Time	5:00-19:00
Weather	All

Stats

HP	9875
Melee Attack	139
Melee Accuracy	123
Ranged Attack	125
Ranged Accuracy	118
Potential	139
Evasion	37

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Tricolored Ovis Meat, Lovely Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Bacchanal Scirpo

Designation	Normal
Level	21-30
Experience	106-245
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	16952-28877
Melee Attack	244-359
Melee Accuracy	145-175
Ranged Attack	244-359
Ranged Accuracy	140-170
Potential	250-369
Evasion	55-85

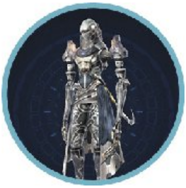
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Badul, the One-Eyed



Designation	Tyrant
Level	46
Experience	323
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	114976
Melee Attack	692
Melee Accuracy	241
Ranged Attack	557
Ranged Accuracy	247
Potential	602
Evasion	158

Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Blue Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Badul’s Seidr

Designation	Tyrant
Level	61
Experience	1463
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	266554
Melee Attack	1580
Melee Accuracy	354
Ranged Attack	1580
Ranged Accuracy	347
Potential	1316
Evasion	190

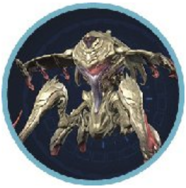
Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Seidr Control Device, Advanced Chamber, Advanced Crank, Amethyst Metal, Advanced Lens, Upgraded Lens

Balduino, the Wicked-Eyed



Designation	Tyrant
Level	89
Experience	5089
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1501377
Melee Attack	3092
Melee Accuracy	376
Ranged Attack	3375
Ranged Accuracy	446
Potential	3375
Evasion	298

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Aeviter Death Stone, Aeviter Membrane, Active Cells, Gooey Gunge

Barbed Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	740-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

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Barbed Remote Qmoeva

Designation	Normal
Level	31-40
Experience	296-419
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	49491-69282
Melee Attack	525-717
Melee Accuracy	178-205
Ranged Attack	525-717
Ranged Accuracy	173-200
Potential	525-717
Evasion	90-117

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

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Barbed Rook Qmoeva

Designation	Normal
Level	31-40
Experience	296-419
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	49491-69282
Melee Attack	525-717
Melee Accuracy	178-205
Ranged Attack	525-717
Ranged Accuracy	173-200
Potential	525-717
Evasion	90-117

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Barnabas, the Despot

Designation	Tyrant
Level	65
Experience	2970
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	1474270
Melee Attack	2288
Melee Accuracy	314
Ranged Attack	1858
Ranged Accuracy	279
Potential	1906
Evasion	204

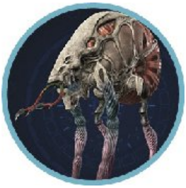
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Vigent Blood, Red Vigent Rock Scalp, Quality Vigent Claw, Warrior Race’s Seal, Rugged Skin

Bartley, the Conflagration



Designation	Tyrant
Level	31
Experience	301
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	104562
Melee Attack	444
Melee Accuracy	205
Ranged Attack	403
Ranged Accuracy	199
Potential	444
Evasion	96

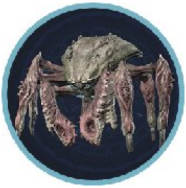
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Clear Gerrid Soup, Gerrid Shell, Gerrid Navel, Odorous Tentacle, Active Cells, Lead Carapace

Beach Forfex



Designation	Normal
Level	1-10
Experience	18-50
Location	Prmordia
Time	0:00-0:00
Weather	All

Stats

HP	1131-6452
Melee Attack	37-130
Melee Accuracy	110-129
Ranged Attack	30-106
Ranged Accuracy	105-123
Potential	33-118
Evasion	13-29

Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Beach Xiphias

Designation	Normal
Level	11-20
Experience	51-88
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	8605-18312
Melee Attack	115-202
Melee Accuracy	125-143
Ranged Attack	128-225
Ranged Accuracy	111-127
Potential	128-225
Evasion	38-58

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Xiphias Mine Egg, Sapphire Horn, Fresh Fish Meat, Rotten Meat

Behemoth, the Netherdweller

Designation	Tyrant
Level	60
Experience	2574
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1259080
Melee Attack	2238
Melee Accuracy	294
Ranged Attack	1678
Ranged Accuracy	288
Potential	1722
Evasion	199

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Birago Blood Sweat, Purple Virago Alloy Plate, Ingrown Virago Claw, Warrior Race’s Seal, Rough Skin

Belenguer, the Gunhammer

Designation	Tyrant
Level	30
Experience	425
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	102149
Melee Attack	635
Melee Accuracy	220
Ranged Attack	581
Ranged Accuracy	178
Potential	555
Evasion	89

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Lone Purple Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Berserk Vigent

Designation	Normal
Level	41-50
Experience	937-1294
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	420037-508248
Melee Attack	1185-1536
Melee Accuracy	218-252
Ranged Attack	963-1248
Ranged Accuracy	192-223
Potential	988-1280
Evasion	118-150

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Vigent Blood, Red Vigent Rock Scalp, Quality Vigent Claw, Warrior Race’s Seal, Rugged Skin

Berserk Marnuck

Designation	Tyrant
Level	45
Experience	299
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	123816
Melee Attack	585
Melee Accuracy	231
Ranged Attack	644
Ranged Accuracy	236
Potential	585
Evasion	143

Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Combat Boost Meds, Fine Transparent Belt, Broken Buckle

Berthold, the Blue-Eyed

Designation	Tyrant
Level	75
Experience	3762
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1433654
Melee Attack	2511
Melee Accuracy	309
Ranged Attack	2740
Ranged Accuracy	365
Potential	2740
Evasion	215

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Aeviter Star Wing, Aeviter Membrane, Active Cells, Gooey Gunge

Bertrand, the Gorge Scourge

Designation	Tyrant
Level	57
Experience	571
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	141398
Melee Attack	840
Melee Accuracy	281
Ranged Attack	840
Ranged Accuracy	276
Potential	884
Evasion	196

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Adsecula Oil Drop, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Beryllium Oc-serv

Designation	Normal
Level	41-50
Experience	284-392
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	64621-78192
Melee Attack	543-704
Melee Accuracy	187-216
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Oc-serv Western Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

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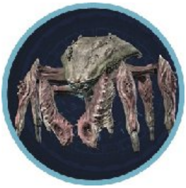
Big Forfex



Designation	Normal
Level	31-40
Experience	242-343
Location	Primordia
Time	0:00-0:00
Weather	Rain

Stats

HP	35508-49707
Melee Attack	577-788
Melee Accuracy	186-215
Ranged Attack	472-645
Ranged Accuracy	181-210
Potential	252-717
Evasion	79-103

Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Bismuth Oc-serv

Designation	Normal
Level	51-60
Experience	566-728
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	985-1229
Melee Accuracy	219-252
Ranged Attack	1034-1290
Ranged Accuracy	239-275
Potential	985-1229
Evasion	169-209

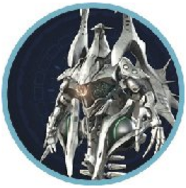
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Oc-serv Western Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Bismuth Xe-dom



Designation	Normal
Level	51-99
Experience	2182-6631
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	730272-1393362
Melee Attack	2368-5472
Melee Accuracy	244-369
Ranged Attack	2368-5472
Ranged Accuracy	239-364
Potential	2368-5472
Evasion	107-205

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Xe-dom Silver Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Core

Black Blatta

Designation	Normal
Level	31-41
Experience	69-98
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	315-430
Melee Accuracy	178-205
Ranged Attack	315-430
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Blast Auravis

Designation	Normal
Level	31-40
Experience	242-343
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	45186-63255
Melee Attack	537-734
Melee Accuracy	182-210
Ranged Attack	511-698
Ranged Accuracy	173-200
Potential	525-717
Evasion	92-120

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Unfertilized Auravis Egg, Auravis Croaking Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Blast Lophid

Designation	Normal
Level	41-50
Experience	809-1117
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	355416-430056
Melee Attack	1136-1472
Melee Accuracy	197-228
Ranged Attack	963-1248
Ranged Accuracy	193-223
Potential	988-1280
Evasion	132-168

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Large Lophid Liver, Alluring Lophid Extract, Spiked Tail, Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

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Blaudolch, the Chalcedony

Designation	Tyrant
Level	20
Experience	207
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	61803
Melee Attack	314
Melee Accuracy	150
Ranged Attack	306
Ranged Accuracy	148
Potential	322
Evasion	59

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Blue Progen Wing, Large Hoof, Small Scale

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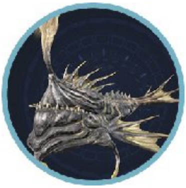
Blazing Lophid



Designation	Normal
Level	21-30
Experience	319-524
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	127960-217971
Melee Attack	524-772
Melee Accuracy	137-166
Ranged Attack	444-655
Ranged Accuracy	133-161
Potential	456-672
Evasion	61-95

Attribute Resistances

Physical	**0**
Beam	**50**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Large Lophid Liver, Alluring Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

Blind Scintimure

Designation	Normal
Level	51-60
Experience	1725-2220
Location	Sylvalum
Time	0:00-0:00
Weather	Spores

Stats

HP	697077-815743
Melee Attack	1924-2398
Melee Accuracy	292-336
Ranged Attack	2170-2706
Ranged Accuracy	286-330
Potential	1974-2460
Evasion	165-204

Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Rich Scintimure Meat, Black Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

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Blind Vesper

Designation	Normal
Level	11-20
Experience	34-59
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	8045-17121
Melee Attack	141-248
Melee Accuracy	131-150
Ranged Attack	128-225
Ranged Accuracy	120-138
Potential	128-225
Evasion	38-58

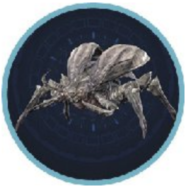
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Blitz Blatta



Designation	Normal
Level	11-20
Experience	22-37
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	6393-13605
Melee Attack	105-184
Melee Accuracy	125-143
Ranged Attack	105-184
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Blitz Scintimure

Designation	Normal
Level	31-40
Experience	255-362
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	45131-63178
Melee Attack	511-699
Melee Accuracy	213-246
Ranged Attack	564-770
Ranged Accuracy	207-240
Potential	525-717
Evasion	94-123

Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Rich Scintimure Meat, Red Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

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Blitz Simius

Designation	Normal
Level	41-50
Experience	417-576
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	84115-101779
Melee Attack	852-1104
Melee Accuracy	202-234
Ranged Attack	759-983
Ranged Accuracy	197-229
Potential	741-960
Evasion	118-150

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Simius Snack Stash, Supple Tail, Red Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Blood Despair

Designation	Boss
Level	60
Experience	874
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	582907
Melee Attack	1353
Melee Accuracy	308
Ranged Attack	1476
Ranged Accuracy	330
Potential	1230
Evasion	237

Attribute Resistances

Physical	**45**
Beam	**-10**
Ether	**25**
Thermal	**25**
Electric	**-10**
Gravity	**-25**

Salvageable Materials

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Blood Duoguill

Designation	Normal
Level	31-40
Experience	242-343
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	45131-63178
Melee Attack	511-699
Melee Accuracy	213-246
Ranged Attack	577-788
Ranged Accuracy	207-240
Potential	525-717
Evasion	92-120

Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Duoguill Broth, Blue Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

Blood Vesper

Designation	Normal
Level	11-20
Experience	57-99
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	9465-20143
Melee Attack	141-248
Melee Accuracy	131-150
Ranged Attack	128-225
Ranged Accuracy	120-138
Potential	128-225
Evasion	38-58

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposit, Taut Leather

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Blood-king Gelvo Banth

Designation	Boss
Level	40
Experience	163
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	49177
Melee Attack	525
Melee Accuracy	215
Ranged Attack	454
Ranged Accuracy	190
Potential	478
Evasion	103

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

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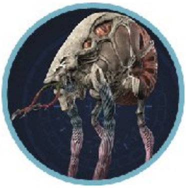
Bluff Gerrid



Designation	Normal
Level	31-40
Experience	202-286
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	46480-65068
Melee Attack	422-577
Melee Accuracy	195-225
Ranged Attack	384-525
Ranged Accuracy	190-220
Potential	422-577
Evasion	92-120

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Clear Gerrid Soup, Gerrid Shell, Gerrid Navel, Odorous Tentacle, Active Cells, Lead Carapace

Bogdan, the Dense

Designation	Tyrant
Level	49
Experience	638
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	224615
Melee Attack	1075
Melee Accuracy	241
Ranged Attack	880
Ranged Accuracy	230
Potential	978
Evasion	149

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Tough Humpsteak, Succulent Meat, Fleecy Fur

Bohdan, the Mistral

Designation	Tyrant
Level	37
Experience	972
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	615129
Melee Attack	933
Melee Accuracy	210
Ranged Attack	887
Ranged Accuracy	200
Potential	910
Evasion	116

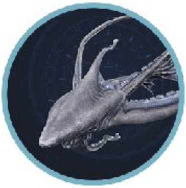
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Unfertilized Auravis Egg, Auravis Laughing Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Bolt Duoguill



Designation	Normal
Level	11-20
Experience	162-281
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	54211-115365
Melee Attack	228-399
Melee Accuracy	150-171
Ranged Attack	257-451
Ranged Accuracy	144-165
Potential	234-410
Evasion	36-55

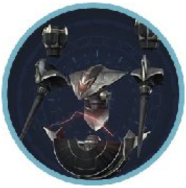
Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Duoguill Broth, Blue Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

Border King Quo



Designation	Normal
Level	51-60
Experience	343-442
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	73056-85493
Melee Attack	651-811
Melee Accuracy	244-280
Ranged Attack	669-833
Ranged Accuracy	239-275
Potential	868-1082
Evasion	161-199

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Black Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Border Puge

Designation	Normal
Level	21-30
Experience	71-116
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	228-336
Melee Accuracy	152-183
Ranged Attack	228-336
Ranged Accuracy	147-178
Potential	228-336
Evasion	57-89

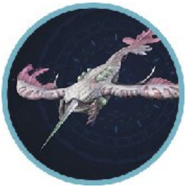
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Brandys, the Spectral Light



Designation	Tyrant
Level	45
Experience	591
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	165588
Melee Attack	789
Melee Accuracy	231
Ranged Attack	877
Ranged Accuracy	208
Potential	877
Evasion	150

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**5**
Electric	**-45**
Gravity	**-20**

Salvageable Materials

Xiphias Mine Egg, Emerald Horn, Fresh Fish Meat, Rotten Egg

Brass Femina Suid

Designation	Normal
Level	1-10
Experience	15-42
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1481-8449
Melee Attack	33-115
Melee Accuracy	99-116
Ranged Attack	31-109
Ranged Accuracy	97-115
Potential	34-118
Evasion	15-33

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Brass Suid

Designation	Normal
Level	1-10
Experience	15-42
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1509-8606
Melee Attack	34-118
Melee Accuracy	102-119
Ranged Attack	30-106
Ranged Accuracy	95-112
Potential	34-118
Evasion	14-32

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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Brave King Qmoeva

Designation	Normal
Level	51-60
Experience	622-801
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	95438-111685
Melee Attack	987-1230
Melee Accuracy	244-280
Ranged Attack	987-1230
Ranged Accuracy	239-275
Potential	987-1230
Evasion	157-194

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

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Brave Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Brave Rook Qmoeva

Designation	Normal
Level	31-40
Experience	296-419
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	49491-69282
Melee Attack	525-717
Melee Accuracy	178-205
Ranged Attack	525-717
Ranged Accuracy	173-200
Potential	525-717
Evasion	90-117

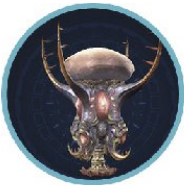
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Bravo Unafulge



Designation	Normal
Level	51-60
Experience	303-390
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	651-811
Melee Accuracy	250-287
Ranged Attack	651-811
Ranged Accuracy	244-281
Potential	733-902
Evasion	165-204

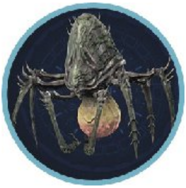
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Unafulge Death Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Breather Scirpo



Designation	Normal
Level	41-50
Experience	378-521
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	58859-71219
Melee Attack	722-935
Melee Accuracy	208-240
Ranged Attack	722-935
Ranged Accuracy	203-235
Potential	741-960
Evasion	118-150

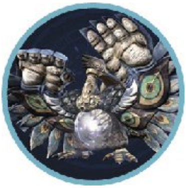
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Bressole, the Fugitive



Designation	Tyrant
Level	55
Experience	719
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	241110
Melee Attack	927
Melee Accuracy	300
Ranged Attack	927
Ranged Accuracy	294
Potential	843
Evasion	196

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Briggs

Designation	Boss
Level	27
Experience	224
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	43378
Melee Attack	450
Melee Accuracy	159
Ranged Attack	450
Ranged Accuracy	154
Potential	450
Evasion	69

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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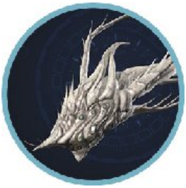
Bright Scintimure



Designation	Normal
Level	41-50
Experience	809-1117
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	339261-410508
Melee Attack	963-1248
Melee Accuracy	249-288
Ranged Attack	1062-1376
Ranged Accuracy	243-282
Potential	988-1280
Evasion	126-161

Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Rich Scintimure Meat, White Scintimure Tentacle, Scintimure Fat, Pristine Sipcule, Small Dorsal Fin

Broadsword Pugilith

Designation	Normal
Level	31-40
Experience	282-400
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	49508-69305
Melee Attack	550-752
Melee Accuracy	169-194
Ranged Attack	576-787
Ranged Accuracy	173-200
Potential	524-715
Evasion	79-103

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank Dual Boards, Stripped Plating

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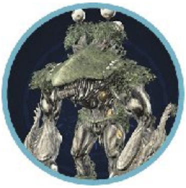
Brobdingnagian Sylooth



Designation	Normal
Level	51-60
Experience	1454-1872
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	557886-652856
Melee Attack	1710-2132
Melee Accuracy	231-266
Ranged Attack	1513-1886
Ranged Accuracy	215-247
Potential	1316-1640
Evasion	77-95

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Sylooth Tonic Water, Blue Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Bronze Cinicula

Designation	Normal
Level	31-40
Experience	576-816
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	211812-296509
Melee Attack	840-1147
Melee Accuracy	169-194
Ranged Attack	840-1147
Ranged Accuracy	164-190
Potential	700-986
Evasion	57-74

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Honey Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Bronze Femina Suid

Designation	Normal
Level	31-40
Experience	144-204
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	37196-52070
Melee Attack	375-512
Melee Accuracy	169-194
Ranged Attack	355-486
Ranged Accuracy	168-195
Potential	385-525
Evasion	90-117

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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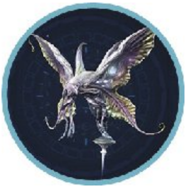
Bronze Papil



Designation	Normal
Level	31-40
Experience	92-131
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	24882-38433
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	385-252
Evasion	89-117

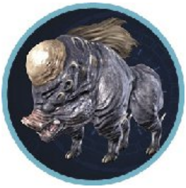
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Alluring Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Bronze Suid



Designation	Normal
Level	21-30
Experience	84-138
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	21326-36328
Melee Attack	250-369
Melee Accuracy	141-170
Ranged Attack	225-332
Ranged Accuracy	133-161
Potential	250-369
Evasion	53-82

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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Brother Potamus

Designation	Normal
Level	21-30
Experience	112-184
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	256-378
Melee Accuracy	145-175
Ranged Attack	256-378
Ranged Accuracy	140-170
Potential	250-369
Evasion	49-76

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Potamus Life Lung, Hot Potamus Juice, Hulking Incisor, Succulent Meat, Muddy Pelt

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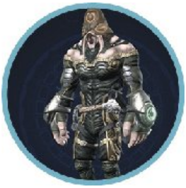
Brutal Prone



Designation	Boss
Level	30-31
Experience	110-115
Location	Sylvalum
Time	0:00-0-:00
Weather	All

Stats

HP	33686-35129
Melee Attack	369-385
Melee Accuracy	183-186
Ranged Attack	319-332
Ranged Accuracy	161-164
Potential	336-350
Evasion	76-79

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Brutal Vigent

Designation	Normal
Level	51-60
Experience	1333-1716
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	518037-606223
Melee Attack	1579-1968
Melee Accuracy	256-294
Ranged Attack	1283-1599
Ranged Accuracy	227-261
Potential	1316-1640
Evasion	154-190

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Vigent Blood, Red Vigent Rock Scalp, Quality Vigent Claw, Warrior Race's Seal, Rugged Skin

Buchwald, the Guardian

Designation	Tyrant
Level	77
Experience	5877
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	2674061
Melee Attack	4602
Melee Accuracy	311
Ranged Attack	3450
Ranged Accuracy	306
Potential	3540
Evasion	217

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Virago Blood Sweat, Virago Alloy Plate, Ingrown Virago Claw, Warrior Race’s Seal, Rough Skin

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Buoyant Lophid

Designation	Normal
Level	11-20
Experience	80-138
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	11812-25138
Melee Attack	201-353
Melee Accuracy	118-135
Ranged Attack	171-299
Ranged Accuracy	114-131
Potential	175-307
Evasion	39-59

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Large Lophid Liver, Blinding Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

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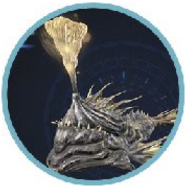
Burning Lophid



Designation	Normal
Level	51-60
Experience	1151-1482
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	438339-512958
Melee Attack	1513-1886
Melee Accuracy	231-266
Ranged Attack	1283-1599
Ranged Accuracy	227-261
Potential	1316-1640
Evasion	173-213

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Large Lophid Liver, Alluring Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

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Bush Grex

Designation	Normal
Level	11-20
Experience	63-109
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	10326-21974
Melee Attack	138-242
Melee Accuracy	128-146
Ranged Attack	115-202
Ranged Accuracy	111-127
Potential	128-225
Evasion	36-55

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Grex Wisdom Tooth, Jogged Grex Tail, White Mirrorglass, Slimy Tongue, Muddy Pelt

Buster Emperor Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	815-1056
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Buster Kaizer Qmoeva

Designation	Normal
Level	51-60
Experience	622-801
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	95438-111685
Melee Attack	1085-1353
Melee Accuracy	244-280
Ranged Attack	987-1230
Ranged Accuracy	239-275
Potential	987-1230
Evasion	161-199

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Buster Puge

Designation	Normal
Level	31-40
Experience	121-171
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	350-478
Melee Accuracy	186-215
Ranged Attack	350-478
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Caesar, the Hundred-Eyed

Designation	Tyrant
Level	68
Experience	1290
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	215831
Melee Attack	1590
Melee Accuracy	317
Ranged Attack	1439
Ranged Accuracy	297
Potential	1515
Evasion	197

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Rainbow Metal, Golden Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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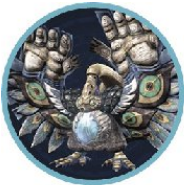
Caged Saltat



Designation	Normal
Level	41-50
Experience	295-408
Location	Cauldros
Time	0:00-0:00
Weather	Clear Only

Stats

HP	72698-87966
Melee Attack	570-739
Melee Accuracy	218-252
Ranged Attack	570-739
Ranged Accuracy	213-246
Potential	543-704
Evasion	123-157

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Caladar

Designation	Boss
Level	33
Experience	364
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	37340
Melee Attack	336
Melee Accuracy	184
Ranged Attack	336
Ranged Accuracy	179
Potential	352
Evasion	94

Attribute Resistances

Physical	**35**
Beam	**-10**
Ether	**35**
Thermal	**35**
Electric	**-10**
Gravity	**-10**

Salvageable Materials

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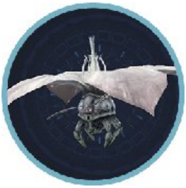
Callous Mortifole



Designation	Normal
Level	21-30
Experience	112-184
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	17933-30549
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	282-415
Ranged Accuracy	154-187
Potential	250-369
Evasion	48-74

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, White Mortifole Feather, Fluffy Tuft, Broken Antenna

Callous Scintimure

Designation	Normal
Level	41-50
Experience	809-1117
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	339261-410508
Melee Attack	963-1248
Melee Accuracy	249-288
Ranged Attack	1062-1376
Ranged Accuracy	243-282
Potential	988-1280
Evasion	126-161

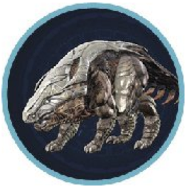
Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Rich Scintimure Meat, Red Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Callow Grex



Designation	Boss
Level	3
Experience	29
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1153
Melee Attack	40
Melee Accuracy	88
Ranged Attack	33
Ranged Accuracy	76
Potential	37
Evasion	15

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

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Callow Virago

Designation	Normal
Level	41-50
Experience	437-604
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	80647-97583
Melee Attack	963-1248
Melee Accuracy	208-240
Ranged Attack	722-936
Ranged Accuracy	203-235
Potential	741-960
Evasion	118-150

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Virago Blood Sweat, Purple Virago Alloy Plate, Ingrown Virago Claw, Warrior Race’s Seal, Rough Skin

Calore, the Lava Walker

Designation	Tyrant
Level	62
Experience	2484
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1110197
Melee Attack	2152
Melee Accuracy	281
Ranged Attack	2152
Ranged Accuracy	276
Potential	1793
Evasion	130

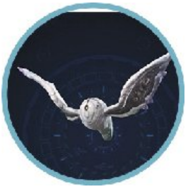
Attribute Resistances

Physical	**40**
Beam	**-25**
Ether	**-25**
Thermal	**50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Maple Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Ciniculs Shell, Refined Horn, Gooey Gunge

Camille, the Immortal



Designation	Tyrant
Level	19
Experience	191
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	53385
Melee Attack	302
Melee Accuracy	148
Ranged Attack	333
Ranged Accuracy	146
Potential	302
Evasion	60

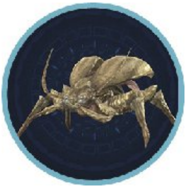
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Multicolor Murra Wing, Brilliant Murra Liquid, Black Fog Deposits, Supple Leather

Camus, the Treasured



Designation	Tyrant
Level	46-50
Experience	788-898
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	100483-108882
Melee Attack	602-672
Melee Accuracy	235-252
Ranged Attack	602-672
Ranged Accuracy	229-246
Potential	602-672
Evasion	154-173

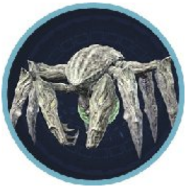
Attribute Resistances

Physical	**25**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Golden Chalice, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Candelario, the Bronze



Designation	Tyrant
Level	47
Experience	1520
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	724584
Melee Attack	1299
Melee Accuracy	251
Ranged Attack	1175
Ranged Accuracy	234
Potential	1238
Evasion	137

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Rainbow Metal, Silver Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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Canyon Cantor

Designation	Normal
Level	31-40
Experience	282-400
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	53796-75308
Melee Attack	577-788
Melee Accuracy	173-199
Ranged Attack	577-788
Ranged Accuracy	168-195
Potential	525-717
Evasion	85-112

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Hidden Cantor Hoard, Luminescent Tail, Silver Cantor Bulge, Muscled Cantor Bulge, Squishy Cartilage, Slimy Epithelium

Canyon Jacul

Designation	Normal
Level	41-50
Experience	358-494
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	70652-85489
Melee Attack	722-935
Melee Accuracy	208-240
Ranged Attack	759-983
Ranged Accuracy	208-240
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Green Jacul Wing, Cracked Bill, Filthy Wing

Canyon Sylooth

Designation	Normal
Level	31-40
Experience	691-979
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	289304-404989
Melee Attack	910-1242
Melee Accuracy	169-194
Ranged Attack	805-1099
Ranged Accuracy	155-180
Potential	700-956
Evasion	44-57

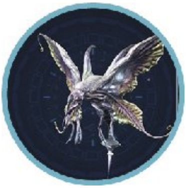
Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Sylooth Tonic Water, Black Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Caranau, the Water Drake



Designation	Tyrant
Level	10
Experience	67
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	14959
Melee Attack	118
Melee Accuracy	129
Ranged Attack	124
Ranged Accuracy	130
Potential	124
Evasion	35

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Alluring Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

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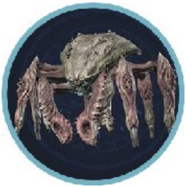
Carmine Forfex



Designation	Normal
Level	1-10
Experience	25-71
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1414-8066
Melee Attack	51-178
Melee Accuracy	110-129
Ranged Attack	41-45
Ranged Accuracy	105-123
Potential	46-162
Evasion	13-29

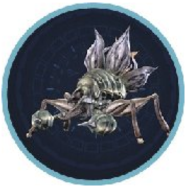
Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Carmine Germivore



Designation	Normal
Level	51-60
Experience	182-234
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	625-779
Melee Accuracy	231-266
Ranged Attack	625-779
Ranged Accuracy	227-261
Potential	658-820
Evasion	169-209

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Sharp Germivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Carmine Vesper

Designation	Normal
Level	51-60
Experience	384-494
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	73056-85493
Melee Attack	796-992
Melee Accuracy	256-294
Ranged Attack	723-902
Ranged Accuracy	239-275
Potential	723-902
Evasion	169-209

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

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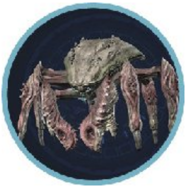
Carnelian Forfex



Designation	Normal
Level	1-10
Experience	18-50
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1131-6452
Melee Attack	37-130
Melee Accuracy	110-129
Ranged Attack	30-106
Ranged Accuracy	105-123
Potential	33-118
Evasion	13-29

Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Carnelian Scirpo

Designation	Normal
Level	21-30
Experience	149-245
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	21191-36097
Melee Attack	333-491
Melee Accuracy	145-175
Ranged Attack	333-491
Ranged Accuracy	140-170
Potential	342-504
Evasion	55-85

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

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Carrion Vivohast

Designation	Normal
Level	31-40
Experience	202-400
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	31850-44587
Melee Attack	422-577
Melee Accuracy	182-210
Ranged Attack	384-525
Ranged Accuracy	173-200
Potential	384-525
Evasion	79-103

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Moving Vivohast Tail, Sharp Vivohast Jaw, Vivohast Crescent Hook, Pristine Insect Jaw, Sticky Mucus

Casper, the Unhealthy Eater

Designation	Tyrant
Level	13
Experience	37
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	17084
Melee Attack	128
Melee Accuracy	135
Ranged Attack	128
Ranged Accuracy	130
Potential	142
Evasion	7940

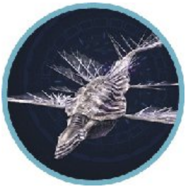
Attribute Resistances

Physical	**25**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Cataract Levitath



Designation	Normal
Level	41-50
Experience	852-1176
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	371571-449604
Melee Attack	938-1216
Melee Accuracy	197-228
Ranged Attack	1136-1472
Ranged Accuracy	203-235
Potential	988-1280
Evasion	118-150

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Sparkling Purple Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

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Cavalier Puge

Designation	Normal
Level	31-40
Experience	121-171
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	358-489
Melee Accuracy	186-215
Ranged Attack	358-489
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

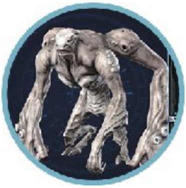
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Advanced Thruster, Energy Tube, Standard Crank

Cave Cantor



Designation	Normal
Level	41-50
Experience	417-576
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	84115-101779
Melee Attack	815-1056
Melee Accuracy	202-234
Ranged Attack	815-1056
Ranged Accuracy	197-229
Potential	741-960
Evasion	115-146

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Hidden Cantor Hoard, Luminescent Tail, Silver Cantor Tooth, Muscled Cantor Bulge, Squishy Cartilage, Slimy Epithelium

Cave Duoguill

Designation	Normal
Level	1-10
Experience	25-71
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1797-10252
Melee Attack	45-157
Melee Accuracy	126-147
Ranged Attack	51-177
Ranged Accuracy	120-141
Potential	46-162
Evasion	15-34

Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Duoguill Broth, Blue Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

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Cave Mortifole

Designation	Normal
Level	21-30
Experience	67-110
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	15243-25966
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	282-415
Ranged Accuracy	154-187
Potential	250-369
Evasion	48-74

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, White Mortifole Feather, Fluffy Tuft, Broken Antenna

Cave Visigel

Designation	Normal
Level	31-40
Experience	144-204
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	34441-48213
Melee Attack	346-473
Melee Accuracy	182-210
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	385-525
Evasion	88-115

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Visigel Poison Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

Cave Xiphias

Designation	Normal
Level	41-50
Experience	241-333
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	53851-65160
Melee Attack	489-633
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	187-217
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Xiphias Mine Egg, Emerald Horn, Fresh Fish Meat, Rotten Meat

Celedonio, the Battle-Tested

Designation	Tyrant
Level	18
Experience	1387
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	43794
Melee Attack	228
Melee Accuracy	149
Ranged Attack	191
Ranged Accuracy	130
Potential	212
Evasion	53

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, Opaque Mirror, Slimy Tongue, Muddy Pelt

Celestin, the Spring Storm

Designation	Tyrant
Level	50
Experience	780
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	219915
Melee Attack	982
Melee Accuracy	252
Ranged Attack	957
Ranged Accuracy	252
Potential	1008
Evasion	169

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Golden Progen Wing, Large Hoof, Small Scale

Ceres Petramand

Designation	Normal
Level	41-50
Experience	378-521
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	58859-71219
Melee Attack	778-1008
Melee Accuracy	218-252
Ranged Attack	703-912
Ranged Accuracy	203-235
Potential	741-960
Evasion	112-142

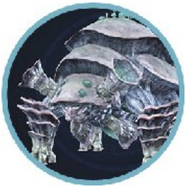
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Rainbow Metal, Silver Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Cerulean Arenatect



Designation	Normal
Level	31-40
Experience	269-381
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	39813-55734
Melee Attack	603-824
Melee Accuracy	164-189
Ranged Attack	577-788
Ranged Accuracy	160-185
Potential	525-717
Evasion	88-115

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Emerald Whiskey, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna, Blue Fungi, Viscous Humour

Chantai’s Galdr

Designation	Tyrant
Level	47
Experience	897
Location	Cauldros
Time	5:00-19:00
Weather	All

Stats

HP	215720
Melee Attack	1091
Melee Accuracy	269
Ranged Attack	998
Ranged Accuracy	251
Potential	929
Evasion	130

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

T.P. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Chantai, the Insect Maiden

Designation	Tyrant
Level	38
Experience	233
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	79542
Melee Attack	517
Melee Accuracy	219
Ranged Attack	446
Ranged Accuracy	213
Potential	470
Evasion	128

Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Red Milsaadi Hood,Parasitic Capsule, Dirty Cloth

Chartreuse Blatta

Designation	Normal
Level	21-30
Experience	40-66
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	145-175
Ranged Attack	216-319
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Chieftain Ictus

Designation	Normal
Level	41-50
Experience	437-604
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	74045-89595
Melee Attack	889-1152
Melee Accuracy	249-288
Ranged Attack	815-1056
Ranged Accuracy	203-235
Potential	778-1008
Evasion	118-150

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Lone Red Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Chromium Fal-swo

Designation	Normal
Level	51-60
Experience	1212-1560
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	467985-547651
Melee Attack	1479-1843
Melee Accuracy	219-252
Ranged Attack	1347-1679
Ranged Accuracy	227-261
Potential	1315-1639
Evasion	169-209

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Fal-swo Solar Crest, White Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Chromium Oc-serv

Designation	Normal
Level	41-50
Experience	398-549
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	740-959
Melee Accuracy	187-216
Ranged Attack	813-1054
Ranged Accuracy	203-235
Potential	740-959
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Eastern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Chrysalis Blatta

Designation	Normal
Level	21-30
Experience	40-66
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	205-302
Melee Accuracy	145-175
Ranged Attack	205-302
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

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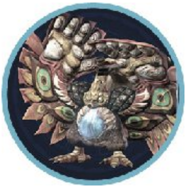
Citrine Saltat



Designation	Normal
Level	31-40
Experience	200-283
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	46495-65087
Melee Attack	404-552
Melee Accuracy	186-215
Ranged Attack	404-552
Ranged Accuracy	181-210
Potential	385-525
Evasion	92-120

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

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Citrine Scirpo

Designation	Normal
Level	31-40
Experience	182-258
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	30115-42156
Melee Attack	374-511
Melee Accuracy	178-205
Ranged Attack	374-511
Ranged Accuracy	173-200
Potential	384-525
Evasion	88-115

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

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Claire, the Sheltered

Designation	Tyrant
Level	60
Experience	348
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	69327
Melee Attack	820
Melee Accuracy	273
Ranged Attack	738
Ranged Accuracy	268
Potential	820
Evasion	190

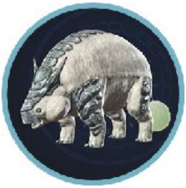
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Tricolored Ovis Meat, Lovely Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Clara, the Pure White



Designation	Tyrant
Level	21
Experience	125
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	45794
Melee Attack	263
Melee Accuracy	148
Ranged Attack	236
Ranged Accuracy	143
Potential	263
Evasion	57

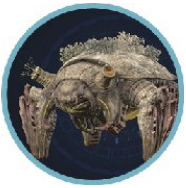
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Tricolored Ovis Meat, Cimmerian Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Clay Tectinsula



Designation	Normal
Level	21-30
Experience	157-258
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	21191-36097
Melee Attack	410-604
Melee Accuracy	130-157
Ranged Attack	376-554
Ranged Accuracy	126-153
Potential	342-504
Evasion	55-85

Attribute Resistances

Physical	**45**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Topaz Wine, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

Clemente, the Iron Meteor

Designation	Tyrant
Level	22
Experience	540
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	283464
Melee Attack	630
Melee Accuracy	150
Ranged Attack	579
Ranged Accuracy	145
Potential	504
Evasion	35

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Gremlin Stone, Thick Falsaxum Jaw, Falsaxum Shell, Refined Horn, Lead Carapace

Cliff Caecus

Designation	Normal
Level	31-40
Experience	163-231
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	385-525
Melee Accuracy	173-199
Ranged Attack	404-552
Ranged Accuracy	170-200
Potential	385-525
Evasion	83-109

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Black Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

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Cliff Monoceros

Designation	Normal
Level	31-40
Experience	255-362
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	498-681
Melee Accuracy	182-210
Ranged Attack	511-698
Ranged Accuracy	177-205
Potential	525-717
Evasion	92-120

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Monoceros Hoof Hook, Brown Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

Climati, the Chilling Wind

Designation	Tyrant
Level	30
Experience	994
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	624191
Melee Attack	917
Melee Accuracy	174
Ranged Attack	811
Ranged Accuracy	160
Potential	705
Evasion	44

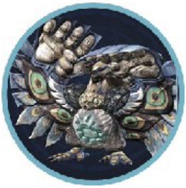
Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Sylooth Tonic Water, Black Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Cloud Saltat



Designation	Normal
Level	51-60
Experience	412-530
Location	Cauldros
Time	0:00-0:00
Weather	Rainbows

Stats

HP	83018-97151
Melee Attack	723-902
Melee Accuracy	250-287
Ranged Attack	723-905
Ranged Accuracy	244-281
Potential	723-902
Evasion	157-194

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Coal Blatta

Designation	Normal
Level	41-50
Experience	102-141
Location	Cauldros
Time	19:00-5:00
Weather	Rainbows

Stats

HP	40011-48412
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

Coast Visigel

Designation	Normal
Level	21-30
Experience	84-138
Location	Cauldros
Time	0:00-0:00
Weather	Rainbows

Stats

HP	19388-33026
Melee Attack	225-332
Melee Accuracy	148-179
Ranged Attack	250-369
Ranged Accuracy	147-178
Potential	250-369
Evasion	55-85

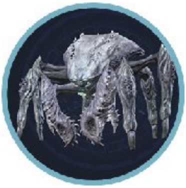
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Visigel Poison Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

Cobalt Forfex



Designation	Normal
Level	11-20
Experience	54-94
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7096-15103
Melee Attack	141-247
Melee Accuracy	131-150
Ranged Attack	115-202
Ranged Accuracy	126-144
Potential	128-225
Evasion	31-47

Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Forfex Miso, Blue Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

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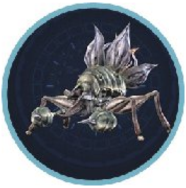
Cobalt Germivore



Designation	Normal
Level	11-20
Experience	27-47
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	6393-13605
Melee Attack	111-194
Melee Accuracy	118-135
Ranged Attack	111-194
Ranged Accuracy	114-131
Potential	117-205
Evasion	38-58

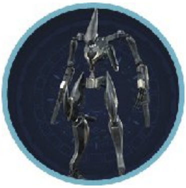
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Sharp Germivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Coffin Puge



Designation	Normal
Level	51-60
Experience	255-328
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	59242-69327
Melee Attack	674-840
Melee Accuracy	256-294
Ranged Attack	674-840
Ranged Accuracy	250-288
Potential	658-820
Evasion	161-199

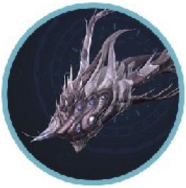
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Advanced Thruster, Energy Tube, Standard Crank

Coil, the Never-Ending



Designation	Tyrant
Level	55
Experience	2897
Location	Cauldros
Time	0:00-0:00
Weather	Electromagnetic Storms

Stats

HP	1687098
Melee Attack	2241
Melee Accuracy	327
Ranged Attack	2470
Ranged Accuracy	321
Potential	2299
Evasion	191

Attribute Resistances

Physical	**5**
Beam	**-45**
Ether	**-20**
Thermal	**5**
Electric	**15**
Gravity	**-20**

Salvageable Materials

Rich Scintimure Meat, Purple Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

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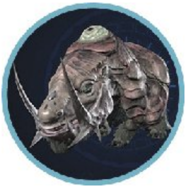
Companion Potamus



Designation	Normal
Level	31-40
Experience	192-272
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	43051-60266
Melee Attack	394-538
Melee Accuracy	178-205
Ranged Attack	394-538
Ranged Accuracy	173-200
Potential	385-525
Evasion	79-103

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Potamus Life Lung, Hot Potamus Juice, Hulking Incisor, Succulent Meat, Muddy Pelt

Conjurer Cervus

Designation	Normal
Level	51-70
Experience	566-952
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	91174-123943
Melee Attack	962-1459
Melee Accuracy	244-290
Ranged Attack	1011-1533
Ranged Accuracy	239-285
Potential	987-1497
Evasion	161-210

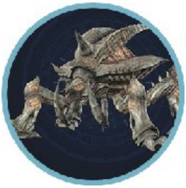
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Purple Cervus Antlers, Large Hoof, Supple Leather

Copper Cinicula



Designation	Normal
Level	21-30
Experience	336-552
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	119236-203109
Melee Attack	547-806
Melee Accuracy	137-166
Ranged Attack	547-806
Ranged Accuracy	133-161
Potential	456-672
Evasion	35-55

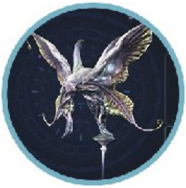
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Honey Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Copper Papil



Designation	Normal
Level	21-30
Experience	90-147
Location	noctilum
Time	5:00-19:00
Weather	All

Stats

HP	16479-28072
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	147-178
Potential	250-369
Evasion	56-86

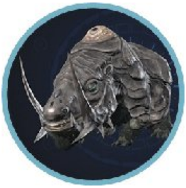
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Alluring Papil Scales, Papil Straw, poisonous Needle, Musky Nectar, Viscous Humour

Copper Potamus



Designation	Normal
Level	21-30
Experience	112-184
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	256-374
Melee Accuracy	145-175
Ranged Attack	256-378
Ranged Accuracy	140-170
Potential	250-369
Evasion	49-76

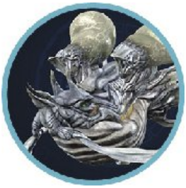
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Potamus Life Lung, Murky Potamus Water, Hulking Incisor, Succulent Meat, Muddy Pelt

Coral Balaena



Designation	Normal
Level	31-40
Experience	634-898
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	499394-699088
Melee Attack	1260-1720
Melee Accuracy	155-179
Ranged Attack	1365-1864
Ranged Accuracy	173-200
Potential	1050-1434
Evasion	88-115

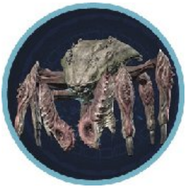
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Developed Balaena Fat, Lucky Rainbow Whisker, Big Balaena Sand Bag, Giant Cavity, Tasty Fish Belly, Fatty Fish Belly

Coral Forfex



Designation	Normal
Level	21-30
Experience	101-166
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	15991-27239
Melee Attack	275-406
Melee Accuracy	152-183
Ranged Attack	225-332
Ranged Accuracy	147-178
Potential	250-369
Evasion	49-76

Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Coral Purgovent

Designation	Normal
Level	31-40
Experience	518-734
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	227310-318205
Melee Attack	787-1075
Melee Accuracy	173-199
Ranged Attack	682-932
Ranged Accuracy	164-190
Potential	700-956
Evasion	99-129

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Large Purgovent Liver, Strong Purgovent Extract, Smooth Tail Fin, Purgovent Jaw Meat, Quirky Liver, Smelly Fish Meat

Crawler Blatta

Designation	Normal
Level	31-40
Experience	69-98
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	25589-35822
Melee Attack	332-454
Melee Accuracy	178-205
Ranged Attack	332-454
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

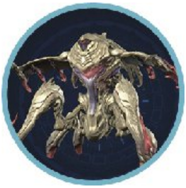
Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Crazed Aeviter



Designation	Normal
Level	51-70
Experience	622-1047
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	80893-109967
Melee Attack	1085-1646
Melee Accuracy	244-290
Ranged Attack	1184-1796
Ranged Accuracy	286-342
Potential	1184-1796
Evasion	154-200

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Aeviter Death Stone, Aeviter Membrane, Active Cells, Gooey Gunge

Crazed Femina Suid

Designation	Normal
Level	11-20
Experience	45-78
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	9293-19776
Melee Attack	125-219
Melee Accuracy	118-135
Ranged Attack	118-208
Ranged Accuracy	117-134
Potential	128-225
Evasion	35-54

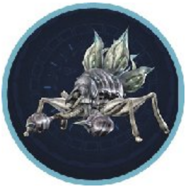
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Crazed Germivore



Designation	Normal
Level	11-20
Experience	27-47
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	6393-13605
Melee Attack	111-194
Melee Accuracy	118-135
Ranged Attack	111-194
Ranged Accuracy	114-131
Potential	117-205
Evasion	38-58

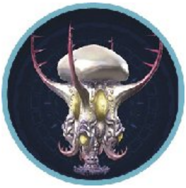
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

Creek Unafulge



Designation	Normal
Level	11-20
Experience	27-47
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	7314-15565
Melee Attack	115-202
Melee Accuracy	128-146
Ranged Attack	115-202
Ranged Accuracy	123-141
Potential	128-225
Evasion	37-56

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Creeping Blatta

Designation	Normal
Level	1-10
Experience	7-20
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	1019-5813
Melee Attack	29-102
Melee Accuracy	105-123
Ranged Attack	29-102
Ranged Accuracy	100-118
Potential	31-108
Evasion	15-33

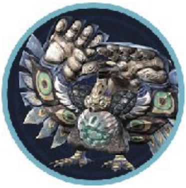
Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Crested Saltat



Designation	Normal
Level	41-50
Experience	290-400
Location	Cauldros
Time	0:00-0:00
Weather	Clear Only

Stats

HP	67313-81450
Melee Attack	543-704
Melee Accuracy	213-246
Ranged Attack	543-704
Ranged Accuracy	208-240
Potential	543-704
Evasion	120-153

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Cross Qmoeva

Designation	Boss
Level	22-25
Experience	185-222
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	29438-34352
Melee Attack	360-414
Melee Accuracy	147-153
Ranged Attack	360-414
Ranged Accuracy	142-148
Potential	360-414
Evasion	58-64

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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Crusher Mortifole

Designation	Normal
Level	31-40
Experience	192-272
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	31857-44597
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	432-591
Ranged Accuracy	190-220
Potential	385-525
Evasion	77-100

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, White Mortifole Feather, Fluffy Tuft, Broken Antenna

Crusher Terebra

Designation	Normal
Level	31-40
Experience	182-258
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	39607-55444
Melee Attack	404-552
Melee Accuracy	346-473
Ranged Attack	178-205
Ranged Accuracy	346-473
Potential	173-200
Evasion	94-123

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Terebra Paw Stamp, Terebra Oil Grease, Sharp Ear, Perforated Oar, Taut Leather

Crystal Blatta

Designation	Normal
Level	51-60
Experience	145-187
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	592-738
Melee Accuracy	244-280
Ranged Attack	592-738
Ranged Accuracy	239-275
Potential	658-820
Evasion	161-199

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

Cunning Thallus

Designation	Normal
Level	41-50
Experience	417-576
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	62251-75324
Melee Attack	778-1008
Melee Accuracy	208-240
Ranged Attack	778-1008
Ranged Accuracy	208-240
Potential	741-960
Evasion	106-135

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Moving Thallus Tail, Black Thallus Antenna, Thallus Crescent Hook, Insect Jaw, Sticky Mucus

Cursed Adsecula

Designation	Normal
Level	51-60
Experience	323-416
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	56452-66062
Melee Attack	687-856
Melee Accuracy	244-280
Ranged Attack	687-856
Ranged Accuracy	239-275
Potential	723-902
Evasion	161-199

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Adsecula Oil Drop, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

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Cursed Blatta

Designation	Normal
Level	51-60
Experience	145-187
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	625-779
Melee Accuracy	244-280
Ranged Attack	625-779
Ranged Accuracy	239-275
Potential	658-820
Evasion	154-190

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Dadaan Squad Member

Designation	Normal
Level	51-60
Experience	404-520
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	67746-79275
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	227-261
Potential	658-820
Evasion	138-171

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Dadaan, the Strongest Prone

Designation	Tyrant
Level	77
Experience	2020
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	795802
Melee Attack	1369
Melee Accuracy	345
Ranged Attack	1181
Ranged Accuracy	306
Potential	1244
Evasion	48

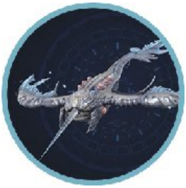
Attribute Resistances

Physical	**25**
Beam	**-5**
Ether	**35**
Thermal	**25**
Electric	**25**
Gravity	**25**

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Coral Xiphias



Designation	Normal
Level	31-40
Experience	163-231
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	34441-48213
Melee Attack	346-473
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	160-185
Potential	385-525
Evasion	96-126

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Xiphias Mine Egg, Sapphire Horn, Fresh Fish Meat, Rotten Meat

Cowardly Caecus

Designation	Normal
Level	1-10
Experience	10-29
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1399-7979
Melee Attack	34-118
Melee Accuracy	102-119
Ranged Attack	32-124
Ranged Accuracy	100-118
Potential	34-118
Evasion	14-31

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Black Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

Crane Turba

Designation	Normal
Level	41-50
Experience	227-314
Location	Sylavalum
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	543-704
Melee Accuracy	213-2446
Ranged Attack	516-668
Ranged Accuracy	203-235
Potential	543-704
Evasion	120-153

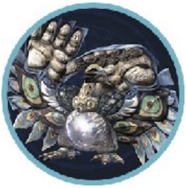
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Crater Saltat



Designation	Normal
Level	41-50
Experience	301-416
Location	Cauldros
Time	0:00-0:00
Weather	Clear Only

Stats

HP	80776-97740
Melee Attack	597-774
Melee Accuracy	228-264
Ranged Attack	597-774
Ranged Accuracy	223-258
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Daemon, the Undertaker

Designation	Tyrant
Level	39
Experience	408
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	141444
Melee Attack	586
Melee Accuracy	233
Ranged Attack	532
Ranged Accuracy	227
Potential	586
Evasion	123

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Cloudy Gerrid Soup, Gerrid Shell, Gerrid Navel, Odorous Tentacle, Active Cells, Lead Carapace

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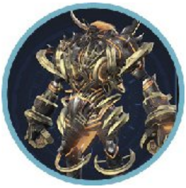
Dagahn



Designation	Boss
Level	31
Experience	1008
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	86102
Melee Attack	315
Melee Accuracy	178
Ranged Attack	306
Ranged Accuracy	173
Potential	315
Evasion	83

Attribute Resistances

Physical	**30**
Beam	**0**
Ether	**0**
Thermal	**30**
Electric	**-25**
Gravity	**0**

Salvageable Materials

Dagahn’s Adamant Band, Experia Glyph, Herculean Beast Hair

Dagger Puge

Designation	Normal
Level	11-20
Experience	38-66
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	7675-16334
Melee Attack	117-205
Melee Accuracy	131-150
Ranged Attack	117-205
Ranged Accuracy	126-144
Potential	117-205
Evasion	36-55

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Dagger Pugilith

Designation	Normal
Level	11-20
Experience	88-153
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	12368-26322
Melee Attack	184-321
Melee Accuracy	118-135
Ranged Attack	192-338
Ranged Accuracy	120-138
Potential	174-306
Evasion	31-47

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank, Dual Boards, Stripped Plating

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Daimyo Ictus

Designation	Normal
Level	51-60
Experience	1333-1716
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	438336-512956
Melee Attack	1578-1967
Melee Accuracy	292-336
Ranged Attack	1446-1803
Ranged Accuracy	239-275
Potential	1380-1720
Evasion	154-190

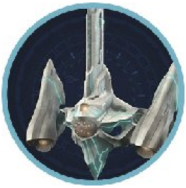
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Lone Red Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Damaged Zig



Designation	Tyrant
Level	35
Experience	376
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	136113
Melee Attack	0
Melee Accuracy	0
Ranged Attack	799
Ranged Accuracy	252
Potential	0
Evasion	52

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Daril’s Qmoeva

Designation	Tyrant
Level	54
Experience	1016
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	226901
Melee Attack	1233
Melee Accuracy	268
Ranged Attack	1121
Ranged Accuracy	263
Potential	1121
Evasion	182

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Bloodied Face, Qmoeva Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Daril, the Eradicator

Designation	Tyrant
Level	29
Experience	158
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	63487
Melee Attack	391
Melee Accuracy	186
Ranged Attack	340
Ranged Accuracy	168
Potential	340
Evasion	78

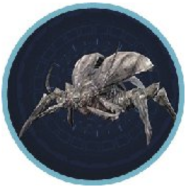
Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Combat Boost Meds, Fine Transparent Belt, Broken Buckle

Dark Blatta



Designation	Normal
Level	41-50
Experience	102-141
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Dark Vesper

Designation	Normal
Level	21-30
Experience	64-105
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	18127-30878
Melee Attack	275-406
Melee Accuracy	152-183
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	60-93

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Darling Purgovent

Designation	Normal
Level	21-30
Experience	141-232
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	26615-45337
Melee Attack	384-567
Melee Accuracy	141-170
Ranged Attack	333-491
Ranged Accuracy	133-161
Potential	342-504
Evasion	61-95

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Large Purgovent Liver, Stout Purgovent Extract, Smooth Tail Fin, Purgovent Jaw Meat, Quirky Liver, Smelly Fish Meat

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Darting Caecus

Designation	Normal
Level	31-40
Experience	163-231
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	385-525
Melee Accuracy	173-199
Ranged Attack	404-552
Ranged Accuracy	173-200
Potential	385-525
Evasion	83-109

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Raw Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

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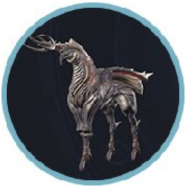
Dawid, the Destrier



Designation	Tyrant
Level	44
Experience	637
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	194470
Melee Attack	810
Melee Accuracy	233
Ranged Attack	831
Ranged Accuracy	228
Potential	853
Evasion	139

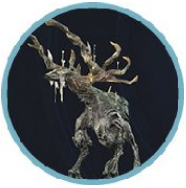
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Monoceros Hoof Hook, Brown Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

Daylight Aprica



Designation	Normal
Level	41-50
Experience	852-1176
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	371571-449604
Melee Attack	1136-1472
Melee Accuracy	197-228
Ranged Attack	1136-1472
Ranged Accuracy	223-258
Potential	988-1280
Evasion	82-105

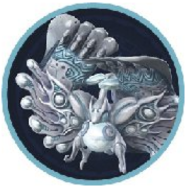
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Fine Aprica Wood, Aprica Back Moss, Evergreen Aprica Antlers, Slender Horn, Rough Skin

Dazzling Liceor



Designation	Normal
Level	31-40
Experience	192-272
Location	Sylvalum
Time	0:00-0:00
Weather	All (Except Rising Energy Mist)

Stats

HP	43051-40266
Melee Attack	394-538
Melee Accuracy	182-210
Ranged Attack	394-538
Ranged Accuracy	177-205
Potential	385-525
Evasion	83-109

Attribute Resistances

Physical	**5**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Liceor Horn, Giant Blue Pearl, Liceor Sun Bead, Dull Stone, Small Scale

De Ezich

Designation	Boss
Level	40
Experience	476
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	75308
Melee Attack	788
Melee Accuracy	215
Ranged Attack	788
Ranged Accuracy	210
Potential	824
Evasion	115

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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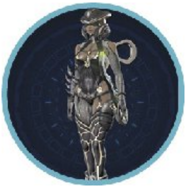
DE913: Dieara



Designation	Boss
Level	31
Experience	115
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	27793
Melee Attack	385
Melee Accuracy	178
Ranged Attack	385
Ranged Accuracy	173
Potential	420
Evasion	96

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

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Deadland Caro

Designation	Normal
Level	51-60
Experience	424-546
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	79698-93265
Melee Attack	777-969
Melee Accuracy	250-287
Ranged Attack	651-811
Ranged Accuracy	221-254
Potential	723-902
Evasion	161-199

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Copper Caro Plate, Slimy tongue, Taut Leather

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Definian Clone

Designation	Normal
Level	51-70
Experience	242-408
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	53596-72860
Melee Attack	723-1097
Melee Accuracy	244-290
Ranged Attack	723-1097
Ranged Accuracy	239-285
Potential	789-1197
Evasion	169-220

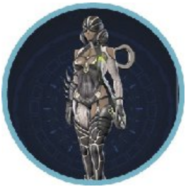
Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Fine Black Belt, Broken Buckle

Definian Copy



Designation	Normal
Level	41-50
Experience	170-235
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	43457-52584
Melee Attack	543-704
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	203-235
Potential	592-768
Evasion	129-165

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

Fine Black Belt, Broken Buckle

Delft Turba

Designation	Normal
Level	41-50
Experience	227-314
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	543-704
Melee Accuracy	213-246
Ranged Attack	516-668
Ranged Accuracy	203-235
Potential	543-704
Evasion	120-153

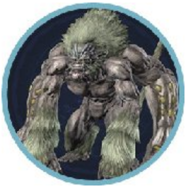
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Black Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Demetrio, the Tempestuous



Designation	Tyrant
Level	28
Experience	370
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	106351
Melee Attack	565
Melee Accuracy	165
Ranged Attack	503
Ranged Accuracy	160
Potential	491
Evasion	75

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Desdemona, the Subterranean

Designation	Tyrant
Level	11
Experience	119
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	21159
Melee Attack	179
Melee Accuracy	131
Ranged Attack	179
Ranged Accuracy	126
Potential	184
Evasion	36

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

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Deva Caladar

Designation	Boss
Level	34
Experience	454
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	116469
Melee Attack	411
Melee Accuracy	187
Ranged Attack	411
Ranged Accuracy	182
Potential	431
Evasion	97

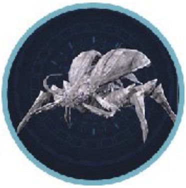
Attribute Resistances

Physical	**35**
Beam	**-10**
Ether	**35**
Thermal	**35**
Electric	**-10**
Gravity	**-10**

Salvageable Materials

Deva Caladar’s Red Ear, Dialek Glyph, Laser Light

Diamond Blatta



Designation	Normal
Level	41-50
Experience	102-141
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

Dieter, the Epicure

Designation	Tyrant
Level	39
Experience	572
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	157237
Melee Attack	780
Melee Accuracy	217
Ranged Attack	654
Ranged Accuracy	191
Potential	726
Evasion	123

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, White Mirrorglass, Slimy Tongue, Muddy Pelt

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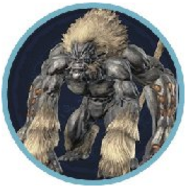
Diogenes, the Covetous



Designation	Tyrant
Level	28
Experience	370
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	106351
Melee Attack	565
Melee Accuracy	165
Ranged Attack	503
Ranged Accuracy	160
Potential	491
Evasion	75

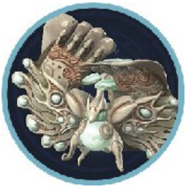
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Simius Snack Stash, Supple Tail, Golden Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Divine Liceor



Designation	Normal
Level	51-70
Experience	404-680
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	83018-112856
Melee Attack	741-1124
Melee Accuracy	250-297
Ranged Attack	741-1124
Ranged Accuracy	244-292
Potential	723-1097
Evasion	146-190

Attribute Resistances

Physical	**5**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Liceor Horn, Giant Jade Pearl, Liceor Sun Bead, Dull Stone, Small Scale

Dobromila, the Alluring

Designation	Tyrant
Level	63
Experience	1193
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	200470
Melee Attack	1372
Melee Accuracy	297
Ranged Attack	1372
Ranged Accuracy	291
Potential	1372
Evasion	207

Attribute Resistances

Physical	**45**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Azure Sacrifole Feather, Shimmering Silk, Scratched Jewel

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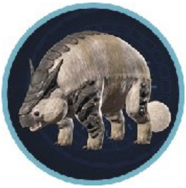
Docile Ovis



Designation	Normal
Level	11-20
Experience	27-47
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	7679-16342
Melee Attack	128-225
Melee Accuracy	121-139
Ranged Attack	115-202
Ranged Accuracy	117-134
Potential	128-225
Evasion	35-53

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Tricolored Ovis Meat, Lovely Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Dolba the Wrecker

Designation	Boss
Level	43
Experience	431
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	84546
Melee Attack	789
Melee Accuracy	214
Ranged Attack	789
Ranged Accuracy	209
Potential	789
Evasion	124

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

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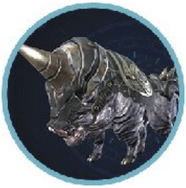
Domestic Armored Suid



Designation	Normal
Level	1-10
Experience	16-45
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1715-9780
Melee Attack	37-130
Melee Accuracy	102-119
Ranged Attack	30-106
Ranged Accuracy	95-112
Potential	34-118
Evasion	14-32

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Tough Humpsteak, Succulent Meat, Fleecy Fur

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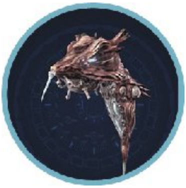
Dove Turba



Designation	Normal
Level	11-20
Experience	48-83
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7314-15565
Melee Attack	128-225
Melee Accuracy	128-146
Ranged Attack	122-214
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-54

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Drake, the Waypost

Designation	Tyrant
Level	29
Experience	313
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	106761
Melee Attack	509
Melee Accuracy	168
Ranged Attack	534
Ranged Accuracy	168
Potential	509
Evasion	74

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Raw Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

Draken, the Drifting Cloud

Designation	Tyrant
Level	85
Experience	7034
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	5931570
Melee Attack	7189
Melee Accuracy	325
Ranged Attack	7788
Ranged Accuracy	367
Potential	5991
Evasion	294

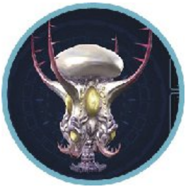
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**5**
Electric	**-45**
Gravity	**-20**

Salvageable Materials

Developed Balaena Fat, Lucky Rainbow Whisker, Big Balaena Water Bag, Giant Cavity, Tasty Fish Belly, Fatty Fish Belly

Drifter Unafulge



Designation	Normal
Level	31-40
Experience	144-204
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	34441-48213
Melee Attack	346-473
Melee Accuracy	182-210
Ranged Attack	346-473
Ranged Accuracy	177-205
Potential	385-525
Evasion	94-123

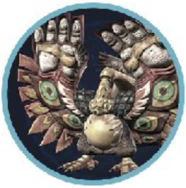
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Droll Saltat



Designation	Normal
Level	21-30
Experience	112-184
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	244-360
Melee Accuracy	145-175
Ranged Attack	244-360
Ranged Accuracy	140-170
Potential	250-369
Evasion	55-85

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Saltat Horn, Golden Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Drone Adsecula

Designation	Normal
Level	11-20
Experience	48-83
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	7314-15565
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	122-214
Ranged Accuracy	120-138
Potential	128-225
Evasion	36-55

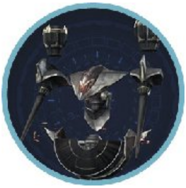
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Adsecula Oil Drop, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Drone King Quo



Designation	Normal
Level	51-60
Experience	343-442
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	73056-85493
Melee Attack	651-811
Melee Accuracy	244-280
Ranged Attack	669-833
Ranged Accuracy	239-275
Potential	868-1082
Evasion	161-199

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Black Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Drone Knight Quo

Designation	Normal
Level	21-30
Experience	95-156
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	21326-36328
Melee Attack	225-332
Melee Accuracy	145-175
Ranged Attack	231-341
Ranged Accuracy	140-170
Potential	300-443
Evasion	57-89

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Black Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

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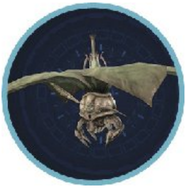
Drone Mortifole



Designation	Normal
Level	11-20
Experience	36-62
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	6765-14397
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	135-236
Ranged Accuracy	126-144
Potential	128-225
Evasion	35-53

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Green Mortifole Feather, Fluffy Tuft, Broken Antenna

Drone Pawn Quo

Designation	Normal
Level	11-20
Experience	51-88
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	9465-20143
Melee Attack	115-202
Melee Accuracy	125-143
Ranged Attack	118-208
Ranged Accuracy	120-138
Potential	154-270
Evasion	36-55

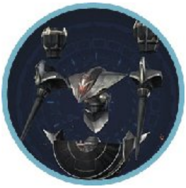
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Black Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Drone Queen Quo



Designation	Normal
Level	41-50
Experience	241-333
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	59236-71676
Melee Attack	489-633
Melee Accuracy	208-240
Ranged Attack	502-650
Ranged Accuracy	203-235
Potential	652-844
Evasion	123-157

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Black Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

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Drone Rook Quo

Designation	Normal
Level	31-40
Experience	163-231
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	37885-53034
Melee Attack	346-473
Melee Accuracy	178-205
Ranged Attack	355-486
Ranged Accuracy	173-200
Potential	462-630
Evasion	92-120

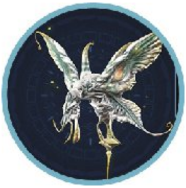
Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Black Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Druid Papil



Designation	Normal
Level	1-10
Experience	10-27
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	991-5652
Melee Attack	32-112
Melee Accuracy	105-123
Ranged Attack	34-118
Ranged Accuracy	105-123
Potential	34-118
Evasion	15-33

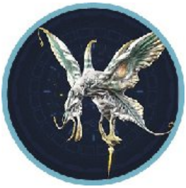
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Flowering Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Dryland Papil



Designation	Normal
Level	31-40
Experience	92-131
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	24882-34833
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	385-525
Evasion	89-117

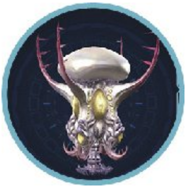
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Flowering Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Dryland Unafulge



Designation	Normal
Level	31-40
Experience	144-204
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	34441-48213
Melee Attack	346-473
Melee Accuracy	182-210
Ranged Attack	346-473
Ranged Accuracy	177-205
Potential	385-525
Evasion	94-123

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Duel Emperor Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	228-264
Ranged Attack	741-960
Ranged Accuracy	223-258
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

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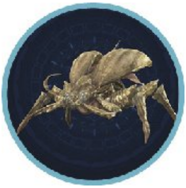
Dui, the Invaluable



Designation	Tyrant
Level	21-25
Experience	256-330
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	32397-39946
Melee Attack	239-289
Melee Accuracy	152-160
Ranged Attack	239-289
Ranged Accuracy	147-155
Potential	239-289
Evasion	63-72

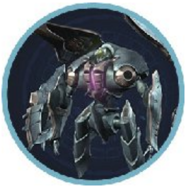
Attribute Resistances

Physical	**25**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Golden Fir Tree, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Duran’s Galdr



Designation	Tyrant
Level	40
Experience	685
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	169420
Melee Attack	771
Melee Accuracy	220
Ranged Attack	921
Ranged Accuracy	246
Potential	752
Evasion	108

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

S.P. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Ppurpose Plug

Duran, the Draconian

Designation	Tyrant
Level	38
Experience	223
Location	Cauldros
Time	5:00-0:00
Weather	All

Stats

HP	98888
Melee Attack	470
Melee Accuracy	208
Ranged Attack	540
Ranged Accuracy	224
Potential	470
Evasion	120

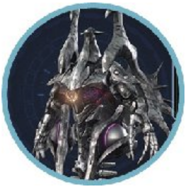
Attribute Resistances

Physical	**5**
Beam	**-20**
Ether	**15**
Thermal	**5**
Electric	**5**
Gravity	**5**

Salvageable Materials

Combat Boost Meds, Fine Red Belt, Broken Buckle

Du-rha, the Imprisoned



Designation	Tyrant
Level	74
Experience	4018
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1415368
Melee Attack	2696
Melee Accuracy	277
Ranged Attack	2696
Ranged Accuracy	303
Potential	2696
Evasion	171

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Xe-dom Crimson Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Core

Durvin, the Perceptive

Designation	Tyrant
Level	70
Experience	3822
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	812565
Melee Attack	1427
Melee Accuracy	452
Ranged Attack	1362
Ranged Accuracy	370
Potential	1167
Evasion	264

Attribute Resistances

Physical	**20**
Beam	**20**
Ether	**0**
Thermal	**10**
Electric	**20**
Gravity	**10**

Salvageable Materials

Imperial Sphinx Fang, Blazing Gas Sac, Pristine Bristles

Dusk Adsecula

Designation	Normal
Level	31-40
Experience	92-218
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	24882-34833
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	92-120

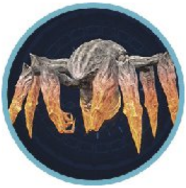
Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Dysprosium Petramand



Designation	Normal
Level	31-40
Experience	255-362
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	551-752
Melee Accuracy	186-215
Ranged Attack	498-681
Ranged Accuracy	173-200
Potential	525-717
Evasion	83-108

Attribute Resistances

Physical	**35**
Beam	**-25**
Ether	**-25**
Thermal	**0**
Electric	**0**
Gravity	**0**

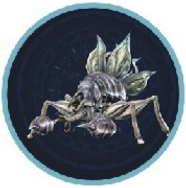
Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Enemies (Alphabetical)

E

Echo Germivore



Designation	Normal
Level	11-20
Experience	27-47
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	6393-13605
Melee Attack	111-194
Melee Accuracy	118-135
Ranged Attack	111-194
Ranged Accuracy	114-131
Potential	117-205
Evasion	38-58

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

Echo Thallus

Designation	Normal
Level	11-20
Experience	88-153
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	9947-21168
Melee Attack	184-322
Melee Accuracy	125-143
Ranged Attack	184-322
Ranged Accuracy	123-141
Potential	175-307
Evasion	31-47

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Moving Thallus Tail, Black Thallus Antenna, Thallus Crescent Hook, Insect Jaw, Sticky Mucus

Eckart, the Indestructible

Designation	Tyrant
Level	50
Experience	2646
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1502097
Melee Attack	2418
Melee Accuracy	239
Ranged Attack	2418
Ranged Accuracy	234
Potential	2016
Evasion	102

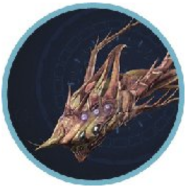
Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Honey Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Eddy, the Electric Heat



Designation	Tyrant
Level	43
Experience	1315
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	798959
Melee Attack	1076
Melee Accuracy	269
Ranged Attack	1187
Ranged Accuracy	263
Potential	1104
Evasion	139

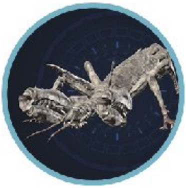
Attribute Resistances

Physical	**5**
Beam	**-45**
Ether	**-20**
Thermal	**25**
Electric	**15**
Gravity	**-20**

Salvageable Materials

Rich Scintimure Meat, Red Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Edgardo, the Carefree



Designation	Tyrant
Level	18
Experience	194
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	42188
Melee Attack	304
Melee Accuracy	145
Ranged Attack	304
Ranged Accuracy	144
Potential	289
Evasion	46

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Moving Thallus Tail, Red Thallus Antenna, Thallus Crescent Hook, Insect Jaw, Sticky Mucus

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Egg Blatta

Designation	Normal
Level	1-10
Experience	7-20
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	1019-5813
Melee Attack	27-97
Melee Accuracy	105-123
Ranged Attack	27-97
Ranged Accuracy	100-118
Potential	31-108
Evasion	15-33

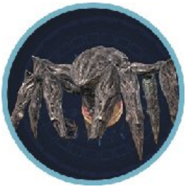
Attribute Resistances

Physical	**20**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

Eisen, the Ebon Rock



Designation	Tyrant
Level	51
Experience	1725
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	786907
Melee Attack	1448
Melee Accuracy	268
Ranged Attack	1311
Ranged Accuracy	250
Potential	1380
Evasion	153

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Rainbow Metal, Malevolent Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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Elaine, the Lunar Eclipse

Designation	Tyrant
Level	55
Experience	2133
Location	Oblivia
Time	19:00-5:00
Weather	All

Stats

HP	2330730
Melee Attack	2989
Melee Accuracy	307
Ranged Attack	2759
Ranged Accuracy	307
Potential	2299
Evasion	160

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**5**
Electric	**-45**
Gravity	**-20**

Salvageable Materials

Ceto Roe, Unlucky Black Whisker, Gold Ceto Membrane, Large Saw Tooth, Tasty Fish Belly, Fatty Fish Belly

Elder Grex

Designation	Boss
Level	4
Experience	34
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1414
Melee Attack	44
Melee Accuracy	90
Ranged Attack	37
Ranged Accuracy	78
Potential	41
Evasion	17

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

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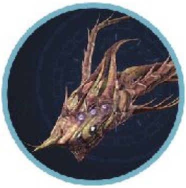
Electric Scintimure



Designation	Normal
Level	11-20
Experience	80-138
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	11275-23995
Melee Attack	171-299
Melee Accuracy	150-171
Ranged Attack	188-330
Ranged Accuracy	144-165
Potential	175-307
Evasion	37-56

Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Rich Scintimure Meat, Red Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Electro Duoguill

Designation	Normal
Level	41-50
Experience	358-494
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	70566-85385
Melee Attack	722-936
Melee Accuracy	249-288
Ranged Attack	814-1056
Ranged Accuracy	243-282
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	**0**
Beam	**-50**
Ether	**-25**
Thermal	**0**
Electric	**10**
Gravity	**-25**

Salvageable Materials

Duoguill Broth, Black Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

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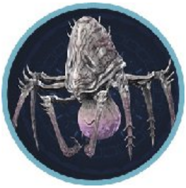
Elena, the Infernal



Designation	Tyrant
Level	79
Experience	3536
Location	Noctilum
Time	0:00-0:00
Weather	Dense Fog

Stats

HP	1199107
Melee Attack	2372
Melee Accuracy	313
Ranged Attack	2372
Ranged Accuracy	308
Potential	2435
Evasion	219

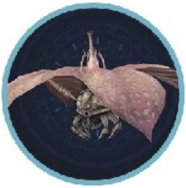
Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Scirpo Silk, Scirpo Sulfuric Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Eliane, the Unmoved



Designation	Tyrant
Level	29
Experience	264
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	65828
Melee Attack	355
Melee Accuracy	173
Ranged Attack	411
Ranged Accuracy	184
Potential	374
Evasion	70

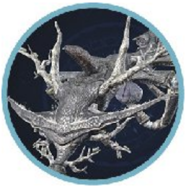
Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Red Mortifole Feather, Fluffy Tuft, Broken Antenna

Elvira the Talondrake



Designation	Tyrant
Level	90
Experience	8489
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1442637
Melee Attack	5296
Melee Accuracy	414
Ranged Attack	5296
Ranged Accuracy	408
Potential	4074
Evasion	313

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-10**
Thermal	**0**
Electric	**-30**
Gravity	**-10**

Salvageable Materials

Reverse Colubrim Scale, Black Columbrim Tail, Columbrim Eel Kebab, Quality Scale, Pristine Whiskers

Endeavorer Adsecula

Designation	Normal
Level	41-50
Experience	227-314
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	516-668
Melee Accuracy	208-240
Ranged Attack	516-668
Ranged Accuracy	203-235
Potential	543-704
Evasion	123-157

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Enhanced Attack Range Zig

Designation	Tyrant
Level	37
Experience	403
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	146515
Melee Attack	0
Melee Accuracy	0
Ranged Attack	888
Ranged Accuracy	280
Potential	0
Evasion	55

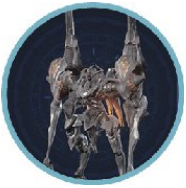
Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Ziggian Long Antennae, Upgraded Shaft Part, Hi-Spec Sensor Module, Standard Sensor Part

Enhanced Attack Seidr



Designation	Tyrant
Level	68
Experience	3791
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1421904
Melee Attack	2423
Melee Accuracy	302
Ranged Attack	2572
Ranged Accuracy	297
Potential	2019
Evasion	166

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

Enhanced Barrager Zig

Designation	Normal
Level	31-40
Experience	215-305
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	0
Melee Accuracy	0
Ranged Attack	682-932
Ranged Accuracy	242-280
Potential	0
Evasion	44-57

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Enhanced Defense Seidr

Designation	Tyrant
Level	59
Experience	1376
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	258072
Melee Attack	1515
Melee Accuracy	289
Ranged Attack	1578
Ranged Accuracy	298
Potential	1263
Evasion	156

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

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Enhanced Gunner Zig

Designation	Normal
Level	41-50
Experience	318-439
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	963-1248
Ranged Accuracy	284-329
Potential	0
Evasion	59-75

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

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Enhanced Launcher Zig

Designation	Normal
Level	51-60
Experience	452-582
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1283-1599
Ranged Accuracy	334-385
Potential	0
Evasion	77-95

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Enhanced Search Zig

Designation	Tyrant
Level	48
Experience	618
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	211433
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1192
Ranged Accuracy	309
Potential	0
Evasion	74

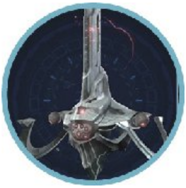
Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Enhanced Support Zig



Designation	Tyrant
Level	37
Experience	403
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	146515
Melee Attack	0
Melee Accuracy	0
Ranged Attack	854
Ranged Accuracy	260
Potential	0
Evasion	55

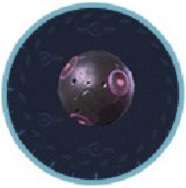
Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Ziggian Long Antennae, Quality Shaft, Upgraded Sensor Part, Standard Sensor Part

Enhancer Satellis



Designation	Boss
Level	48
Experience	0
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	46985
Melee Attack	606
Melee Accuracy	232
Ranged Attack	606
Ranged Accuracy	227
Potential	606
Evasion	142

Attribute Resistances

Physical	**15**
Beam	**-15**
Ether	**15**
Thermal	**15**
Electric	**-15**
Gravity	**-25**

Salvageable Materials

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ER001: Emeroa

Designation	Boss
Level	38
Experience	149
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	36306
Melee Attack	492
Melee Accuracy	199
Ranged Attack	194
Ranged Accuracy	492
Potential	537
Evasion	119

Attribute Resistances

Physical	**0**
Beam	**-25**
Ether	**10**
Thermal	**0**
Electric	**0**
Gravity	**0**

Salvageable Materials

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Erbium Petramand

Designation	Normal
Level	51-60
Experience	537-692
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	1036-1291
Melee Accuracy	256-294
Ranged Attack	937-1168
Ranged Accuracy	239-275
Potential	987-1230
Evasion	146-180

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Rainbow Metal, Malevolent Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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Ernest, the Contemplative

Designation	Tyrant
Level	36
Experience	462
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	141280
Melee Attack	644
Melee Accuracy	202
Ranged Attack	628
Ranged Accuracy	202
Potential	661
Evasion	116

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Silver Progen Wing, Large Hoof, Small Scale

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Eternal Millesaur

Designation	Normal
Level	41-50
Experience	1596-2203
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	942392-1140300
Melee Attack	2223-2880
Melee Accuracy	202-234
Ranged Attack	2074-2688
Ranged Accuracy	192-223
Potential	1482-1920
Evasion	29-37

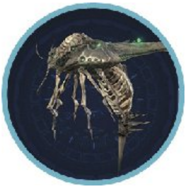
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Millesaur Larynx, Millesaur Dung, Thick Millesaur Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Etutanne, the Bloodthirsty



Designation	Tyrant
Level	33
Experience	349
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	89242
Melee Attack	564
Melee Accuracy	193
Ranged Attack	564
Ranged Accuracy	187
Potential	594
Evasion	103

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Europium Petramand

Designation	Normal
Level	31-40
Experience	255-362
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	551-752
Melee Accuracy	186-215
Ranged Attack	498-681
Ranged Accuracy	173-200
Potential	525-717
Evasion	83-109

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Eustachio, the Eccentric

Designation	Tyrant
Level	43
Experience	1454
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	950702
Melee Attack	1214
Melee Accuracy	218
Ranged Attack	1214
Ranged Accuracy	213
Potential	1103
Evasion	126

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Hidden Cantor Hoard, Luminescent Tail, Silver Cantor Tooth, Muscled Cantor Bulge, Squishy Cartilage, Slimy Epothelium

Eutropio, the Sea Rumble

Designation	Tyrant
Level	45
Experience	1494
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	914049
Melee Attack	1113
Melee Accuracy	219
Ranged Attack	1347
Ranged Accuracy	225
Potential	1171
Evasion	136

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Sparkling Blue Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Everlasting Millesaur

Designation	Normal
Level	51-60
Experience	2270-2922
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1162262-1360117
Melee Attack	2961-3690
Melee Accuracy	237-273
Ranged Attack	2763-3444
Ranged Accuracy	227-261
Potential	1974-2460
Evasion	38-47

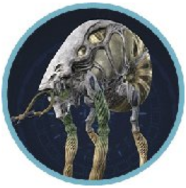
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Millesaur Larynx, Millesaur Dung, Thick Millesaur Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Evil Gerrid



Designation	Normal
Level	41-50
Experience	298-412
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	72676-87939
Melee Attack	597-774
Melee Accuracy	228-264
Ranged Attack	543-703
Ranged Accuracy	223-258
Potential	597-774
Evasion	123-157

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Cloudy Gerrid Soup, Gerrid Shell, Gerrid Novel, Odorous Tentacle, Active Cells, Lead Carapace

Evil Mephite

Designation	Normal
Level	41-50
Experience	162-223
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	52638-63693
Melee Attack	489-633
Melee Accuracy	208-240
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	132-168

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Mephite Stinkbag, Golden Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

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Experimental Compact Zig

Designation	Tyrant
Level	20
Experience	175
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	61803
Melee Attack	0
Melee Accuracy	0
Ranged Attack	403
Ranged Accuracy	188
Potential	0
Evasion	27

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Experimental Composite Qmoeva

Designation	Tyrant
Level	59
Experience	1164
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	247214
Melee Attack	1263
Melee Accuracy	289
Ranged Attack	1263
Ranged Accuracy	284
Potential	1263
Evasion	200

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Experimental Flight Shrad

Designation	Tyrant
Level	48
Experience	442
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	140955
Melee Attack	699
Melee Accuracy	304
Ranged Attack	699
Ranged Accuracy	297
Potential	699
Evasion	164

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Tempered Blade Module, Multi-wire, Reinforced Crank

Experimental Second-Gen Zig

Designation	Tyrant
Level	58
Experience	820
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	253827
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1604
Ranged Accuracy	392
Potential	0
Evasion	95

Attribute Resistances

Physical	**35**
Beam	**-20**
Ether	**15**
Thermal	**15**
Electric	**-20**
Gravity	**-45**

Salvageable Materials

Ziggian Long Antennae, Genuine Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Faded Adsecula

Designation	Normal
Level	31-40
Experience	154-218
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	29274-40981
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	92-120

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**-25**

Salvageable Materials

Adsecula Oil Drop, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

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Faded Thallus

Designation	Normal
Level	31-40
Experience	282-400
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	39813-55734
Melee Attack	551-752
Melee Accuracy	178-205
Ranged Attack	551-752
Ranged Accuracy	177-205
Potential	525-717
Evasion	79-103

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Moving Thallus Tail, Red Thallus Antenna, Thallus Crescent Hook, Insect Jaw, Sticky Mucus

Falchion, the Vibrant

Designation	Tyrant
Level	30
Experience	828
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	456980
Melee Attack	846
Melee Accuracy	174
Ranged Attack	846
Ranged Accuracy	169
Potential	705
Evasion	57

Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**5**

Salvageable Materials

Melon Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

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False Thallus

Designation	Normal
Level	21-30
Experience	165-270
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	22412-38178
Melee Attack	359-529
Melee Accuracy	145-175
Ranged Attack	359-529
Ranged Accuracy	143-174
Potential	342-504
Evasion	49-76

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Moving Thallus Tail, Black Thallus Antenna, Thallus Crescent Hook, Insect Jaw, Sticky Mucus

Fearsome Ictus

Designation	Normal
Level	41-50
Experience	437-604
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	74045-89595
Melee Attack	889-1152
Melee Accuracy	249-288
Ranged Attack	815-1056
Ranged Accuracy	203-235
Potential	778-1008
Evasion	118-150

Attribute Resistances

Physical	**35**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Lone Purple Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

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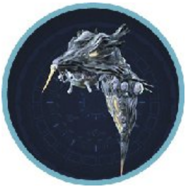
Feld, the Indigo-Clad



Designation	Tyrant
Level	31
Experience	230
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	65851
Melee Attack	404
Melee Accuracy	191
Ranged Attack	383
Ranged Accuracy	181
Potential	404
Evasion	94

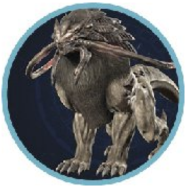
Attribute Resistances

Physical	**40**
Beam	**5**
Ether	**-20**
Thermal	**-20**
Electric	**5**
Gravity	**-20**

Salvageable Materials

Black Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Feliciano, the All-Seeing



Designation	Tyrant
Level	70
Experience	3822
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	650052
Melee Attack	1152
Melee Accuracy	365
Ranged Attack	1099
Ranged Accuracy	299
Potential	943
Evasion	231

Attribute Resistances

Physical	**15**
Beam	**15**
Ether	**-10**
Thermal	**5**
Electric	**15**
Gravity	**5**

Salvageable Materials

Imperial Sphinx Fang, Blazing Gas Sac, Pristine Bristles

Fell Terebra

Designation	Normal
Level	51-60
Experience	384-494
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	76377-89379
Melee Attack	759-947
Melee Accuracy	244-280
Ranged Attack	651-811
Ranged Accuracy	239-275
Potential	723-902
Evasion	165-204

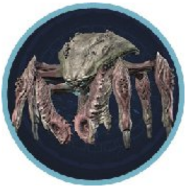
Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Terebra Paw Stamp, Terebra Oil Grease, Sharp Ear, Perforated Oar, Taut Leather

Femme Forfex



Designation	Normal
Level	21-30
Experience	141-232
Location	Primordia
Time	0:00-0:00
Weather	Rain

Stats

HP	19989-34049
Melee Attack	376-554
Melee Accuracy	152-183
Ranged Attack	307-453
Ranged Accuracy	147-178
Potential	342-504
Evasion	49-76

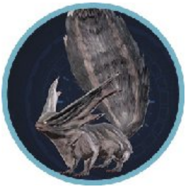
Attribute Resistances

Physical	**40**
Beam	**0**
Ether	**-25**
Thermal	**-25**
Electric	**0**
Gravity	**0**

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Ferdinand, the Fortuitous



Designation	Tyrant
Level	28
Experience	239
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	78295
Melee Attack	324
Melee Accuracy	170
Ranged Attack	378
Ranged Accuracy	164
Potential	360
Evasion	108

Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Mephite Stinkbag, Black Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Fernando, the Immovable

Designation	Tyrant
Level	85
Experience	7992
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	4296994
Melee Attack	5991
Melee Accuracy	363
Ranged Attack	5591
Ranged Accuracy	348
Potential	3994
Evasion	73

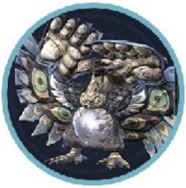
Attribute Resistances

Physical	**5**
Beam	**5**
Ether	**-20**
Thermal	**-45**
Electric	**5**
Gravity	**5**

Salvageable Materials

Millesaur Larynx, Millesaur Dung, Thick Millesaur Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Fiasco Saltat



Designation	Normal
Level	31-40
Experience	204-288
Location	Cauldros
Time	0:00-0:00
Weather	Clear Only

Stats

HP	51661-72319
Melee Attack	423-578
Melee Accuracy	195-225
Ranged Attack	423-578
Ranged Accuracy	190-220
Potential	385-525
Evasion	96-126

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Fiendish Virago

Designation	Normal
Level	41-50
Experience	937-1294
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	387727-469152
Melee Attack	1284-1664
Melee Accuracy	208-240
Ranged Attack	963-1248
Ranged Accuracy	203-235
Potential	988-1280
Evasion	118-150

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**-50**
Electric	**0**
Gravity	**0**

Salvageable Materials

Virago Blood Sweat, Virago Alloy Plate, Ingrown Virago Claw, Warrior Race’s Seal, Rough Skin

Fighter Puge

Designation	Normal
Level	21-30
Experience	71-116
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	228-336
Melee Accuracy	152-183
Ranged Attack	228-336
Ranged Accuracy	147-178
Potential	228-336
Evasion	57-89

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Fighter Pugilith

Designation	Normal
Level	21-30
Experience	165-270
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	27870-47473
Melee Attack	358-528
Melee Accuracy	137-166
Ranged Attack	374-553
Ranged Accuracy	140-170
Potential	340-502
Evasion	49-76

Attribute Resistances

Physical	**30**
Beam	**-25**
Ether	**10**
Thermal	**10**
Electric	**-25**
Gravity	**-50**

Salvageable Materials

Pugilith Lamp, Quality Fuse, New Cylinder, Genuine Crank, Dual Boards, Stripped Plating

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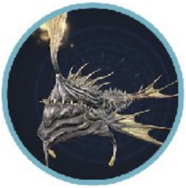
Flame Lophid



Designation	Normal
Level	31-40
Experience	547-775
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	227310-318205
Melee Attack	805-1099
Melee Accuracy	169-194
Ranged Attack	682-932
Ranged Accuracy	164-190
Potential	700-956
Evasion	99-129

Attribute Resistances

Physical	**0**
Beam	**0**
Ether	**-25**
Thermal	**0**
Electric	**-50**
Gravity	**-25**

Salvageable Materials

Large Lophid Liver, Alluring Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

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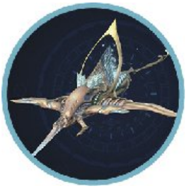
Fleet Aetrygon



Designation	Normal
Level	21-30
Experience	90-147
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	18418-31374
Melee Attack	250-369
Melee Accuracy	134-161
Ranged Attack	225-332
Ranged Accuracy	140-170
Potential	250-369
Evasion	60-93

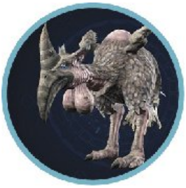
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Light-Speed Jet Fin, Beryl Aetrygon Horn, Fresh Fish Meat, Rotten Meat

Fleet Evello



Designation	Normal
Level	21-30
Experience	95-156
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	21326-36328
Melee Attack	250-369
Melee Accuracy	145-175
Ranged Attack	238-351
Ranged Accuracy	136-165
Potential	263-388
Evasion	55-85

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Meaty Evello Egg, Robust Evello Horn, Bone-In Thigh Meat, Chipped Talon, Worn Muscle Fiber

Fleet Shrad

Designation	Normal
Level	21-30
Experience	90-147
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	19388-33026
Melee Attack	250-369
Melee Accuracy	181-218
Ranged Attack	250-369
Ranged Accuracy	175-212
Potential	250-369
Evasion	60-93

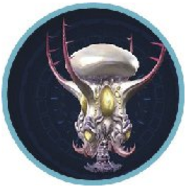
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Standard Blade Module, Multi-wire, Reinforced Crank

Floating Unafulge



Designation	Normal
Level	21-30
Experience	50-83
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	16479-28072
Melee Attack	225-332
Melee Accuracy	148-179
Ranged Attack	225-332
Ranged Accuracy	143-174
Potential	250-369
Evasion	59-91

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

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Flood Galdr

Designation	Normal
Level	51-60
Experience	679-874
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	103740-121400
Melee Attack	1011-1260
Melee Accuracy	250-287
Ranged Attack	1208-1506
Ranged Accuracy	280-323
Potential	987-1230
Evasion	138-171

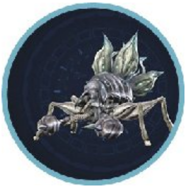
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Florence, the Hell Maggot



Designation	Tyrant
Level	24
Experience	152
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	44693
Melee Attack	289
Melee Accuracy	150
Ranged Attack	289
Ranged Accuracy	145
Potential	304
Evasion	70

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

Fluid Jacul

Designation	Normal
Level	51-60
Experience	509-655
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	87136-101969
Melee Attack	961-1198
Melee Accuracy	244-280
Ranged Attack	1011-1260
Ranged Accuracy	244-281
Potential	987-1230
Evasion	161-199

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Blue Jacul Wing, Cracked Bill, Filthy Wing

Forest Adsecula

Designation	Normal
Level	11-20
Experience	29-50
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	6216-13230
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	122-214
Ranged Accuracy	120-138
Potential	128-225
Evasion	36-55

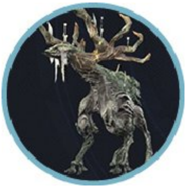
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Forest Aprica



Designation	Normal
Level	21-30
Experience	336-552
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	133777-227879
Melee Attack	524-772
Melee Accuracy	137-166
Ranged Attack	524-772
Ranged Accuracy	154-187
Potential	456-672
Evasion	38-59

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Fine Aprica Wood, Aprica Back Moss, Evergreen Aprica Antlers, Slender Horn, Rough Skin

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Forest Femina Suid

Designation	Normal
Level	11-20
Experience	45-78
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	9293-19776
Melee Attack	125-219
Melee Accuracy	118-135
Ranged Attack	118-208
Ranged Accuracy	117-134
Potential	128-225
Evasion	35-54

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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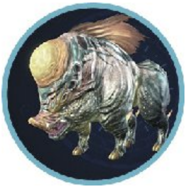
Forest Suid



Designation	Normal
Level	11-20
Experience	45-78
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	9465-20143
Melee Attack	128-225
Melee Accuracy	121-139
Ranged Attack	115-202
Ranged Accuracy	114-131
Potential	128-225
Evasion	34-51

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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Fosdyke

Designation	Boss
Level	23-24
Experience	179-190
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	32409-34116
Melee Attack	378-396
Melee Accuracy	149-151
Ranged Attack	378-396
Ranged Accuracy	144-146
Potential	378-396
Evasion	59-61

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Foul Sacrifole

Designation	Normal
Level	51-70
Experience	404-680
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	58113-78999
Melee Attack	723-1097
Melee Accuracy	244-290
Ranged Attack	723-1097
Ranged Accuracy	239-285
Potential	723-1097
Evasion	157-205

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

Frajeel, the Purgatorial

Designation	Tyrant
Level	50
Experience	2646
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1685340
Melee Attack	1914
Melee Accuracy	239
Ranged Attack	2317
Ranged Accuracy	246
Potential	2016
Evasion	157

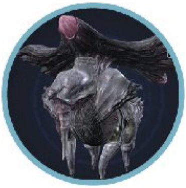
Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Sparkling Red Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Frenzied Coronid



Designation	Normal
Level	51-70
Experience	2270-3822
Location	Sylvalum
Time	0:00-0:00
Weather	Crimson Auroras

Stats

HP	1162262-1579987
Melee Attack	2763-4191
Melee Accuracy	231-275
Ranged Attack	2961-4491
Ranged Accuracy	233-277
Potential	1974-2994
Evasion	38-50

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Coronid Larynx, Coronid Dung, Thick Coronid Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Frightening Ictus

Designation	Normal
Level	31-40
Experience	296-419
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	47356-66292
Melee Attack	630-860
Melee Accuracy	213-246
Ranged Attack	577-788
Ranged Accuracy	173-200
Potential	551-752
Evasion	88-115

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Lone Purple Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Frontline Medic Quo

Designation	Tyrant
Level	40
Experience	345
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	119327
Melee Attack	496
Melee Accuracy	215
Ranged Attack	496
Ranged Accuracy	215
Potential	662
Evasion	126

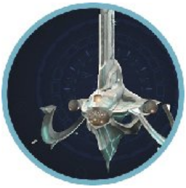
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Golden Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Frontline Surveillance Zig



Designation	Tyrant
Level	74
Experience	2678
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1544035
Melee Attack	0
Melee Accuracy	0
Ranged Attack	2919
Ranged Accuracy	424
Potential	0
Evasion	107

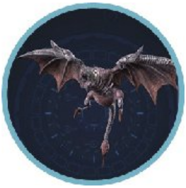
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Ziggian Long Antennae, Quality Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Froste, the Courteous



Designation	Tyrant
Level	50
Experience	557
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	161271
Melee Attack	812
Melee Accuracy	264
Ranged Attack	739
Ranged Accuracy	246
Potential	739
Evasion	173

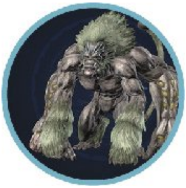
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	-20

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Furious Simius



Designation	Normal
Level	31-40
Experience	282-400
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	53796-75308
Melee Attack	603-824
Melee Accuracy	173-199
Ranged Attack	537-734
Ranged Accuracy	168-195
Potential	525-717
Evasion	88-115

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Ga Bewhe

Designation	Boss
Level	50
Experience	235
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	52584
Melee Attack	608
Melee Accuracy	252
Ranged Attack	608
Ranged Accuracy	246
Potential	640
Evasion	168

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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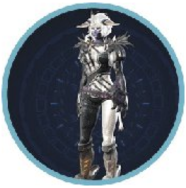
Ga Buidhe



Designation	Boss
Level	33
Experience	718
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	84015
Melee Attack	359
Melee Accuracy	184
Ranged Attack	378
Ranged Accuracy	179
Potential	491
Evasion	94

Attribute Resistances

Physical	10
Beam	-10
Ether	35
Thermal	10
Electric	5
Gravity	0

Salvageable Materials

—

Ga Jiarg

Designation	Boss
Level	34
Experience	842
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	97057
Melee Attack	411
Melee Accuracy	187
Ranged Attack	392
Ranged Accuracy	182
Potential	392
Evasion	97

Attribute Resistances

Physical	15
Beam	-5
Ether	35
Thermal	5
Electric	0
Gravity	0

Salvageable Materials

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Gadaf, the Pulverizer

Designation	Tyrant
Level	30
Experience	166
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	63145
Melee Attack	388
Melee Accuracy	192
Ranged Attack	352
Ranged Accuracy	178
Potential	352
Evasion	89

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Combat Boost Meds, Fine Transparent Belt, Broken Buckle

Gadaf’s Qmoeva

Designation	Tyrant
Level	31
Experience	444
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	111347
Melee Attack	578
Melee Accuracy	186
Ranged Attack	578
Ranged Accuracy	181
Potential	551
Evasion	96

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Gadd

Designation	Boss
Level	19
Experience	58
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	14667
Melee Attack	193
Melee Accuracy	141
Ranged Attack	202
Ranged Accuracy	136
Potential	193
Evasion	53

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

—

Gadolinium Petramand

Designation	Normal
Level	41-50
Experience	378-521
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	58859-71219
Melee Attack	778-1008
Melee Accuracy	218-252
Ranged Attack	703-912
Ranged Accuracy	203-235
Potential	741-960
Evasion	112-142

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Malevolent Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Gaia Gularth

Designation	Normal
Level	51-80
Experience	2182-4579
Location	Cauldros
Time	0:00-0:00
Weather	All (Except Brinstone Rain)

Stats

HP	929438-1439309
Melee Attack	2467-4417
Melee Accuracy	225-323
Ranged Attack	2368-4240
Ranged Accuracy	221-319
Potential	1974-3534
Evasion	77-137

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	50
Electric	-25
Gravity	-25

Salvageable Materials

Gularthian Everflame, Gularthian Flint, Scorching Giant Cells, Lava Crystal, Flaming Rock

Galba Vassago

Designation	Boss
Level	36
Experience	139
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	42698
Melee Attack	462
Melee Accuracy	202
Ranged Attack	399
Ranged Accuracy	178
Potential	420
Evasion	92

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Gale Auravis

Designation	Normal
Level	21-30
Experience	141-232
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	25437-43330
Melee Attack	350-516
Melee Accuracy	148-179
Ranged Attack	333-491
Ranged Accuracy	140-170
Potential	342-504
Evasion	57-89

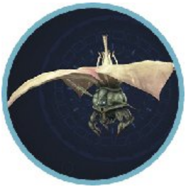
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Unfertilized Auravis Egg, Auravis Croaking Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Gardener Mortifole



Designation	Normal
Level	21-30
Experience	112-184
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	17933-30549
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	263-388
Ranged Accuracy	147-178
Potential	250-369
Evasion	55-85

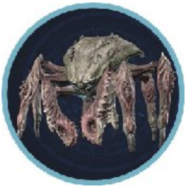
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Golden Mortifole Feather, Fluffy Tuft, Broken Antenna

Garnet Forfex



Designation	Normal
Level	11-20
Experience	76-131
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	8871-18879
Melee Attack	193-338
Melee Accuracy	131-150
Ranged Attack	157-276
Ranged Accuracy	126-144
Potential	175-307
Evasion	31-47

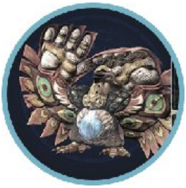
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Garnet Saltat



Designation	Normal
Level	51-60
Experience	420-541
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	89660-104923
Melee Attack	759-947
Melee Accuracy	256-294
Ranged Attack	759-947
Ranged Accuracy	250-288
Potential	723-902
Evasion	161-199

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

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Garnet Scirpo

Designation	Normal
Level	51-60
Experience	537-692
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	961-1198
Melee Accuracy	244-280
Ranged Attack	961-1198
Ranged Accuracy	239-275
Potential	987-1230
Evasion	154-190

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Gate Puge

Designation	Normal
Level	1-10
Experience	13-35
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1223-6979
Melee Attack	31-108
Melee Accuracy	110-129
Ranged Attack	31-108
Ranged Accuracy	105-123
Potential	31-108
Evasion	15-34

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Ga-uhl, the Precept-Keeper

Designation	Tyrant
Level	50
Experience	823
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	215223
Melee Attack	1133
Melee Accuracy	226
Ranged Attack	1032
Ranged Accuracy	234
Potential	1008
Evasion	173

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Fal-swo Solar Crest, White Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

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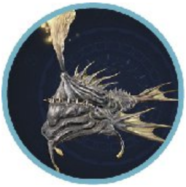
Gehenna Lophid



Designation	Normal
Level	51-60
Experience	1151-1482
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	438339-512958
Melee Attack	1513-1886
Melee Accuracy	231-266
Ranged Attack	1283-1599
Ranged Accuracy	227-261
Potential	1316-1640
Evasion	173-213

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Large Lophid Liver, Alluring Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

Gerhardt, the Lone and Proud

Designation	Tyrant
Level	12
Experience	91
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	24330
Melee Attack	131
Melee Accuracy	133
Ranged Attack	153
Ranged Accuracy	128
Potential	146
Evasion	43

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Mephite Stinkbag, Green Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Germaine, the Treasure Keeper

Designation	Tyrant
Level	35
Experience	251
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	95259
Melee Attack	468
Melee Accuracy	194
Ranged Attack	421
Ranged Accuracy	189
Potential	468
Evasion	105

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Tricolored Ovis Meat, Hard Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Gesserith, the Wileworm

Designation	Tyrant
Level	76
Experience	7853
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	3423840
Melee Attack	4313
Melee Accuracy	296
Ranged Attack	4313
Ranged Accuracy	363
Potential	3318
Evasion	51

Attribute Resistances

Physical	60
Beam	15
Ether	-10
Thermal	-10
Electric	15
Gravity	15

Salvageable Materials

Sabula Backbone, Nutritious Microbes, Scratched Jewel

Ghillie Falsaxum

Designation	Normal
Level	31-40
Experience	576-816
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	211812-296509
Melee Attack	875-1195
Melee Accuracy	173-199
Ranged Attack	805-1099
Ranged Accuracy	168-195
Potential	700-956
Evasion	52-69

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Gremlin Stone, Thick Falsaxum Horn, Giant Falsaxum Jaw, Falsaxum Shell, Refined Horn, Lead Carapace

Ghost Adsecula

Designation	Normal
Level	51-60
Experience	323-416
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	56452-66062
Melee Attack	687-856
Melee Accuracy	244-280
Ranged Attack	687-856
Ranged Accuracy	239-275
Potential	723-902
Evasion	161-199

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Oil Drop, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

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Gi Zang

Designation	Boss
Level	36
Experience	139
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	106745
Melee Attack	483
Melee Accuracy	231
Ranged Attack	420
Ranged Accuracy	206
Potential	441
Evasion	103

Attribute Resistances

Physical	10
Beam	-15
Ether	20
Thermal	10
Electric	10
Gravity	10

Salvageable Materials

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Gi Ziorde

Designation	Boss
Level	48
Experience	221
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	106499
Melee Attack	727
Melee Accuracy	278
Ranged Attack	606
Ranged Accuracy	227
Potential	727
Evasion	163

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

—

Gi Ziordo

Designation	Boss
Level	48
Experience	221
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	117149
Melee Attack	757
Melee Accuracy	255
Ranged Attack	575
Ranged Accuracy	227
Potential	727
Evasion	142

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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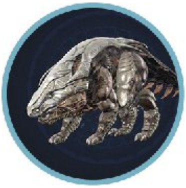
Giant Grex



Designation	Normal
Level	21-30
Experience	118-193
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	269-397
Melee Accuracy	148-179
Ranged Attack	225-332
Ranged Accuracy	129-157
Potential	250-369
Evasion	57-89

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, White Mirrorglass, Slimy Tongue, Muddy Pelt

Giant Sacrifole

Designation	Normal
Level	41-50
Experience	284-392
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	47119-57015
Melee Attack	543-704
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	203-235
Potential	543-704
Evasion	120-153

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Azure Sacrifole Feather, Shimmering Silk, Scratched Jewel

Giddy Adsecula

Designation	Normal
Level	41-50
Experience	227-314
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	516-668
Melee Accuracy	208-240
Ranged Attack	516-668
Ranged Accuracy	203-235
Potential	543-704
Evasion	123-157

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

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Giraffin, the Old Hand

Designation	Tyrant
Level	41
Experience	625
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	204364
Melee Attack	894
Melee Accuracy	240
Ranged Attack	816
Ranged Accuracy	234
Potential	778
Evasion	99

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Lepyx Moonstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

Girhi Caladar

Designation	Boss
Level	41
Experience	497
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	67313
Melee Attack	518
Melee Accuracy	208
Ranged Attack	518
Ranged Accuracy	203
Potential	543
Evasion	118

Attribute Resistances

Physical	35
Beam	-10
Ether	35
Thermal	35
Electric	-10
Gravity	-10

Salvageable Materials

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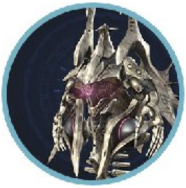
Gi-zho, the Iron Deity



Designation	Tyrant
Level	79
Experience	6707
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	xxx-xxx
Melee Attack	xx-xx
Melee Accuracy	xx-xx
Ranged Attack	xx-xx
Ranged Accuracy	xx-xx
Potential	xx-xx
Evasion	xx-xx

Attribute Resistances

Physical	0
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Xe-dom Golden Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Core

Glaive Insidia

Designation	Normal
Level	41-50
Experience	241-333
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	61928-74934
Melee Attack	570-739
Melee Accuracy	213-246
Ranged Attack	529-686
Ranged Accuracy	203-235
Potential	543-704
Evasion	109-138

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Evolved Insidia Claw, Insidia Mohawk, Bone-In Thigh Meat, Chipped Talon, Stiff Hair

Glennar

Designation	Boss
Level	10
Experience	111
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	7980
Melee Attack	118
Melee Accuracy	129
Ranged Attack	102
Ranged Accuracy	112
Potential	108
Evasion	29

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Glimmering Scintimure

Designation	Normal
Level	31-40
Experience	547-775
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	216978-303741
Melee Attack	682-932
Melee Accuracy	213-246
Ranged Attack	752-1027
Ranged Accuracy	207-240
Potential	700-956
Evasion	94-123

Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Rich Scintimure Meat, White Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

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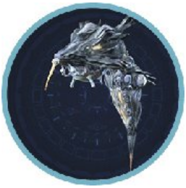
Gloam Turba



Designation	Normal
Level	31-40
Experience	154-218
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	29274-40981
Melee Attack	385-525
Melee Accuracy	182-210
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	89-117

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Black Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Glowing Cinicula

Designation	Normal
Level	41-50
Experience	852-1176
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	331183-400734
Melee Attack	1185-1536
Melee Accuracy	197-228
Ranged Attack	1185-1536
Ranged Accuracy	192-223
Potential	988-1280
Evasion	76-97

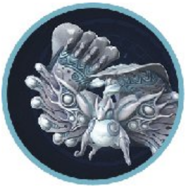
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Coconut Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Glowing Liceor



Designation	Normal
Level	21-30
Experience	112-184
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	256-378
Melee Accuracy	148-179
Ranged Attack	256-378
Ranged Accuracy	143-174
Potential	250-369
Evasion	52-80

Attribute Resistances

Physical	5
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Liceor Horn, Giant Blue Pearl, Liceor Sun Bead, Dull Stone, Small Scale

Goetia

Designation	Boss
Level	16
Experience	288
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	39088
Melee Attack	165
Melee Accuracy	148
Ranged Attack	165
Ranged Accuracy	143
Potential	198
Evasion	46

Attribute Resistances

Physical	10
Beam	-10
Ether	35
Thermal	-20
Electric	80
Gravity	0

Salvageable Materials

Goetia's Black Heel, Scienti Glyph, Electrified Xeno Blood

Gold Courage

Designation	Boss
Level	32
Experience	280
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	53815
Melee Attack	546
Melee Accuracy	181
Ranged Attack	546
Ranged Accuracy	176
Potential	546
Evasion	91

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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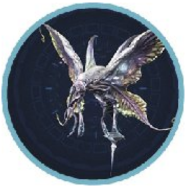
Gold Papil



Designation	Normal
Level	41-50
Experience	227-314
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	516-668
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	543-704
Evasion	120-153

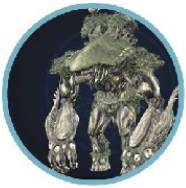
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Alluring Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Goliath Sylooth



Designation	Normal
Level	41-50
Experience	1022-1411
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	452348-547344
Melee Attack	1284-1664
Melee Accuracy	197-228
Ranged Attack	1136-1472
Ranged Accuracy	182-211
Potential	988-1280
Evasion	59-75

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Sylooth Tonic Water, Blue Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Goliath, the Stronghold

Designation	Tyrant
Level	50
Experience	2909
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1905167
Melee Attack	2418
Melee Accuracy	264
Ranged Attack	1965
Ranged Accuracy	234
Potential	2016
Evasion	157

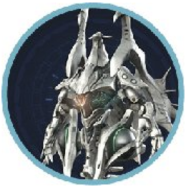
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Vigent Blood, Blue Vigent Rock Scalp, Quality Vigent Claw, Warrior Race’s Seal, Rugged Skin

Go-rha, the Guardian Deity



Designation	Tyrant
Level	60
Experience	4212
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1922824
Melee Attack	3099
Melee Accuracy	294
Ranged Attack	3099
Ranged Accuracy	288
Potential	3099
Evasion	139

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Xe-dom Silver Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Care

Gotthard, the Intimidating

Designation	Tyrant
Level	61
Experience	1013
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	233146
Melee Attack	1348
Melee Accuracy	302
Ranged Attack	1283
Ranged Accuracy	289
Potential	1316
Evasion	210

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	-20

Salvageable Materials

Unfertilized Auravis Egg, Auravis Croaking Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Gradivus, the Headless Emperor

Designation	Tyrant
Level	71
Experience	7044
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	100000040
Melee Attack	4572
Melee Accuracy	283
Ranged Attack	4267
Ranged Accuracy	271
Potential	3048
Evasion	50

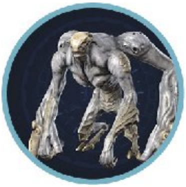
Attribute Resistances

Physical	50
Beam	25
Ether	0
Thermal	-25
Electric	25
Gravity	25

Salvageable Materials

Millesaur Larynx, Millesaur Dung, Thick Millesaur Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Grand Cantor



Designation	Normal
Level	51-60
Experience	1273-1638
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	497592-582720
Melee Attack	1446-1803
Melee Accuracy	237-273
Ranged Attack	1446-1803
Ranged Accuracy	233-268
Potential	1315-1639
Evasion	150-185

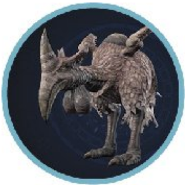
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Hidden Cantor Hoard, Luminescent Tail, Golden Cantor Tooth, Muscled Cantor Bulge, Squishy Cartilage

Grand Evello



Designation	Normal
Level	21-30
Experience	95-156
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	21326-36328
Melee Attack	250-369
Melee Accuracy	145-175
Ranged Attack	238-351
Ranged Accuracy	136-165
Potential	263-388
Evasion	55-85

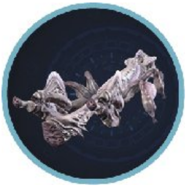
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Ebony Evello Egg, Robust Evello Horn, Bone-In Thigh Meat, Chipped Talon, Worn Muscle Fiber

Grand Vivohast



Designation	Normal
Level	41-50
Experience	417-576
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	62251-75324
Melee Attack	815-1056
Melee Accuracy	213-246
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	106-135

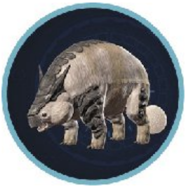
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Moving Vivohast Tail, Sharp Vivohast Jaw, Vivohast Crescent Hook, Pristine Insect Jaw, Sticky Mucus

Grassland Ovis



Designation	Normal
Level	1-10
Experience	9-25
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	1224-6982
Melee Attack	34-118
Melee Accuracy	102-119
Ranged Attack	30-106
Ranged Accuracy	97-115
Potential	34-118
Evasion	15-33

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Lovely Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Grassland Scirpo

Designation	Normal
Level	1-10
Experience	19-53
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1199-6840
Melee Attack	32-115
Melee Accuracy	105-123
Ranged Attack	32-115
Ranged Accuracy	100-118
Potential	33-118
Evasion	15-33

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Grav Raptor Seidr

Designation	Normal
Level	41-50
Experience	1108-1529
Location	CAuldros
Time	0:00-0:00
Weather	All

Stats

HP	387724-469152
Melee Attack	1185-1535
Melee Accuracy	208-240
Ranged Attack	1234-1599
Ranged Accuracy	213-246
Potential	987-1279
Evasion	94-120

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

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Green Blatta

Designation	Normal
Level	41-50
Experience	102-141
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Green Lance Galdr

Designation	Normal
Level	41-50
Experience	477-659
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	84115-101779
Melee Attack	796-1031
Melee Accuracy	213-246
Ranged Attack	870-1127
Ranged Accuracy	238-276
Potential	741-960
Evasion	106-135

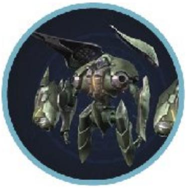
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

E.M. Unit Galdr Head, Reinforced Plug, Multi-wire, All-Purplse Plug

Green Master Galdr



Designation	Normal
Level	51-60
Experience	477-659
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	103740-121400
Melee Attack	1060-1321
Melee Accuracy	250-287
Ranged Attack	1159-1444
Ranged Accuracy	280-323
Potential	987-1230
Evasion	138-171

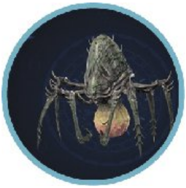
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

E.M. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purplse Plug

Green Scirpo



Designation	Normal
Level	21-30
Experience	149-245
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	21191-36097
Melee Attack	333-491
Melee Accuracy	145-175
Ranged Attack	333-491
Ranged Accuracy	140-170
Potential	342-504
Evasion	55-85

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Grenade Pizza F

Designation	Boss
Level	35
Experience	314
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	60495
Melee Attack	609
Melee Accuracy	190
Ranged Attack	609
Ranged Accuracy	185
Potential	609
Evasion	100

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Griffus, the Tartarean

Designation	Tyrant
Level	49
Experience	483
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	165314
Melee Attack	753
Melee Accuracy	253
Ranged Attack	699
Ranged Accuracy	242
Potential	718
Evasion	141

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Ornate Insidia Claw, Insidia Mohawk, Bone-In Thigh Meat, Chipped Talon, Stiff Hair

Grotto Mortifole

Designation	Normal
Level	11-20
Experience	60-104
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7959-16938
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	144-253
Ranged Accuracy	132-151
Potential	128-225
Evasion	30-46

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, White Mortifole Feather, Fluffy Tuft, Broken Antenna

Gu Ladha

Designation	Boss
Level	38
Experience	434
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	56237
Melee Attack	470
Melee Accuracy	199
Ranged Attack	470
Ranged Accuracy	194
Potential	492
Evasion	109

Attribute Resistances

Physical	35
Beam	-10
Ether	35
Thermal	35
Electric	-10
Gravity	-10

Salvageable Materials

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Guardian Puge

Designation	Normal
Level	41-50
Experience	179-247
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	48035-58122
Melee Attack	506-656
Melee Accuracy	218-252
Ranged Attack	506-656
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Advanced Thruster, Energy Tube, Standard Crank

Guardian Pugilith

Designation	Normal
Level	41-50
Experience	417-576
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	77410-93667
Melee Attack	776-1007
Melee Accuracy	197-228
Ranged Attack	813-1054
Ranged Accuracy	203-235
Potential	740-959
Evasion	106-135

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Pugilith Lamp, Quality Fuse, New Cylinder, Genuine Crank, Dual Boards, Stripped Plating

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Gugli, the Relentless

Designation	Tyrant
Level	20
Experience	163
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	56652
Melee Attack	321
Melee Accuracy	146
Ranged Attack	288
Ranged Accuracy	137
Potential	321
Evasion	54

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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Guide Eagle Galdr

Designation	Normal
Level	51-60
Experience	679-874
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	103740-121400
Melee Attack	987-1230
Melee Accuracy	244-280
Ranged Attack	1184-1476
Ranged Accuracy	274-316
Potential	987-1230
Evasion	123-152

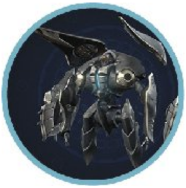
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Guide Owl Galdr



Designation	Normal
Level	31-40
Experience	323-457
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	53796-75308
Melee Attack	525-717
Melee Accuracy	178-205
Ranged Attack	630-860
Ranged Accuracy	198-230
Potential	525-717
Evasion	70-92

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Guide Raptor Galdr

Designation	Normal
Level	41-50
Experience	477-659
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	84115-101779
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	889-1152
Ranged Accuracy	233-270
Potential	741-960
Evasion	94-120

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Guise Blatta

Designation	Normal
Level	31-40
Experience	69-98
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	315-430
Melee Accuracy	178-205
Ranged Attack	315-430
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

Gun Eagle Galdr

Designation	Normal
Level	51-60
Experience	679-874
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	103740-121400
Melee Attack	1036-1291
Melee Accuracy	244-280
Ranged Attack	1135-1414
Ranged Accuracy	274-316
Potential	987-1230
Evasion	123-152

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Gwin (Lvl. 46)

Designation	Boss
Level	46
Experience	206
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	51113
Melee Attack	574
Melee Accuracy	224
Ranged Attack	602
Ranged Accuracy	219
Potential	574
Evasion	140

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Gwin (Lvl. 56)

Designation	Boss
Level	56
Experience	278
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	61791
Melee Attack	748
Melee Accuracy	264
Ranged Attack	785
Ranged Accuracy	259
Potential	748
Evasion	182

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Gypsy Saltat

Designation	Normal
Level	41-50
Experience	284-392
Location	Cauldros
Time	0:00-0:00
Weather	Clear Only

Stats

HP	64621-78192
Melee Attack	529-686
Melee Accuracy	208-240
Ranged Attack	529-686
Ranged Accuracy	203-235
Potential	534-704
Evasion	118-150

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Golden Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Enemies (Alphabetical)
H

Hallowed Progen

Designation	Normal
Level	21-30
Experience	149-245
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	29082-49539
Melee Attack	333-491
Melee Accuracy	145-175
Ranged Attack	324-478
Ranged Accuracy	143-174
Potential	342-504
Evasion	59-91

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Golden Progen Wing, Large Hoof, Small Scale

Haoma Scirpo

Designation	Normal
Level	31-40
Experience	255-362
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	511-698
Ranged Accuracy	173-200
Potential	525-717
Evasion	88-115

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Sulfuric Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Hartmut, the Calamity

Designation	Tyrant
Level	91
Experience	9366
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	3412539
Melee Attack	5417
Melee Accuracy	397
Ranged Attack	5417
Ranged Accuracy	392
Potential	4334
Evasion	315

Attribute Resistances

Physical	40
Beam	100
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Reverse Millepod Scale, Millepod Ice Rock, Decrepit Wing, Fossilized Bone, Sturdy Drakebone

Harvey

Designation	Boss
Level	18
Experience	53
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	27574
Melee Attack	193
Melee Accuracy	139
Ranged Attack	202
Ranged Accuracy	134
Potential	193
Evasion	53

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Fine Black Belt, Broken Buckle

Hayreddin, the Territorial

Designation	Tyrant
Level	81
Experience	1910
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	365821
Melee Attack	2165
Melee Accuracy	359
Ranged Attack	1929
Ranged Accuracy	353
Potential	1883
Evasion	289

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Simius Snack Stash, Supple Tail, Red Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Hazard Shrad

Designation	Normal
Level	41-50
Experience	227-314
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	53851-65160
Melee Attack	543-704
Melee Accuracy	260-300
Ranged Attack	543-704
Ranged Accuracy	253-293
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Tempered Blade Module, Multi-wire, Reinforced Crank

Heidi, the Lively

Designation	Tyrant
Level	60
Experience	348
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	69327
Melee Attack	820
Melee Accuracy	243
Ranged Attack	738
Ranged Accuracy	268
Potential	820
Evasion	190

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Lovely Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Hell Blatta

Designation	Normal
Level	51-60
Experience	145-187
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	592-738
Melee Accuracy	244-280
Ranged Attack	592-738
Ranged Accuracy	239-275
Potential	656-820
Evasion	154-190

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Hell Gerrid

Designation	Normal
Level	51-60
Experience	424-546
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	89633-104892
Melee Attack	795-991
Melee Accuracy	268-308
Ranged Attack	723-901
Ranged Accuracy	262-302
Potential	795-991
Evasion	161-199

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Cloudy Gerrid Soup, Gerrid Shell, Gerrid Novel, Odorous Tentacle, Active Cells, Lead Carapace

Hellion Blatta

Designation	Normal
Level	41-50
Experience	102-141
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	469-608
Melee Accuracy	208-240
Ranged Attack	469-608
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Hephaestus, the Absconder

Designation	Tyrant
Level	25
Experience	583
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	338867
Melee Attack	564
Melee Accuracy	192
Ranged Attack	637
Ranged Accuracy	186
Potential	579
Evasion	69

Attribute Resistances

Physical	5
Beam	-45
Ether	-20
Thermal	5
Electric	15
Gravity	-20

Salvageable Materials

Duoguill Broth, Blue Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

Hermit Ictus

Designation	Normal
Level	51-60
Experience	622-1614
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	91320-158690
Melee Attack	1184-2444
Melee Accuracy	292-432
Ranged Attack	1085-2240
Ranged Accuracy	239-355
Potential	1036-2138
Evasion	154-285

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Lone Red Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Hermit Tectinsula

Designation	Normal
Level	11-20
Experience	84-146
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	9405-20015
Melee Attack	210-369
Melee Accuracy	112-128
Ranged Attack	193-338
Ranged Accuracy	108-124
Potential	175-307
Evasion	35-53

Attribute Resistances

Physical	45
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Orange Tequila, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

HH100: Hierana

Designation	Boss
Level	50
Experience	235
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	52584
Melee Attack	704
Melee Accuracy	240
Ranged Attack	704
Ranged Accuracy	235
Potential	768
Evasion	165

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Fine Black Belt, Broken Buckle

Highland Jacul

Designation	Normal
Level	51-60
Experience	509-655
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	87136-101969
Melee Attack	961-1198
Melee Accuracy	244-280
Ranged Attack	1011-1260
Ranged Accuracy	244-281
Potential	987-1230
Evasion	161-199

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Green Jacul Wing, Cracked Bill, Filthy Wing

Highland Lepyx

Designation	Normal
Level	41-50
Experience	417-576
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	90846-1099924
Melee Attack	852-1104
Melee Accuracy	228-264
Ranged Attack	778-1008
Ranged Accuracy	223-258
Potential	741-960
Evasion	94-120

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lepyx Sunstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

High-Output Pugilith

Designation	Tyrant
Level	47
Experience	783
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	198516
Melee Attack	974
Melee Accuracy	227
Ranged Attack	1020
Ranged Accuracy	234
Potential	928
Evasion	130

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Pugilith Lamp, Quality Fuse, New Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Hiro, the Priceless

Designation	Tyrant
Level	66-70
Experience	1411-1557
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	142469-150866
Melee Attack	972-1047
Melee Accuracy	300-304
Ranged Attack	972-1047
Ranged Accuracy	295-299
Potential	972-1047
Evasion	226-231

Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Golden Cedar, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Holmium Petramand

Designation	Normal
Level	51-60
Experience	537-692
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	1036-1291
Melee Accuracy	256-294
Ranged Attack	9367-1168
Ranged Accuracy	239-275
Potential	987-1230
Evasion	146-180

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Silver Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Honey Papil

Designation	Normal
Level	1-10
Experience	10-27
Location	Promordia
Time	5:00-19:00
Weather	All

Stats

HP	991-5652
Melee Attack	32-112
Melee Accuracy	105-123
Ranged Attack	34-118
Ranged Accuracy	105-123
Potential	34-118
Evasion	15-33

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Alluring Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Howitzer Barrager Zig

Designation	Normal
Level	31-40
Experience	215-305
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319	
Melee Attack	0	
Melee Accuracy	0	
Ranged Attack	682-932	
Ranged Accuracy	242-280	
Potential	0	
Evasion	44-57	

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antenna, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Howitzer Gunner Zig

Designation	Normal
Level	41-50
Experience	318-439
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	963-1246
Ranged Accuracy	284-329
Potential	0
Evasion	59-75

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antenna, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Howitzer Launcher Zig

Designation	Normal
Level	51-60
Experience	452-582
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1283-1599
Ranged Accuracy	334-385
Potential	0
Evasion	77-95

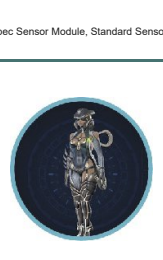
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antenna, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

HP001 Harriess



Designation	Boss
Level	38
Experience	149
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	36306
Melee Attack	492
Melee Accuracy	199
Ranged Attack	492
Ranged Accuracy	194
Potential	537
Evasion	119

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Hrym Blatta

Designation	Normal
Level	31-40
Experience	69-98
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	315-430
Melee Accuracy	178-205
Ranged Attack	315-430
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Huge Potamus

Designation	Normal
Level	21-30
Experience	112-184
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	256-378
Melee Accuracy	145-175
Ranged Attack	256-378
Ranged Accuracy	140-170
Potential	250-369
Evasion	49-76

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Potamus Life Lung, Murky Potamus Water, Hulking Incisor, Succulent Meat, Muddy Pelt

Hunter Dilus

Designation	Normal
Level	51-60
Experience	594-764
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	105799-123809
Melee Attack	1184-1476
Melee Accuracy	268-308
Ranged Attack	937-1168
Ranged Accuracy	233-268
Potential	888-1107
Evasion	138-171

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Crimson Dilus Eye, Moving Dilus Tail, Pristine Dorsal Fin, Cloudy Eyeball, Quality Pelt, Muddy Pelt

Hunter Grex

Designation	Normal
Level	21-30
Experience	118-193
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	269-397
Melee Accuracy	148-179
Ranged Attack	225-332
Ranged Accuracy	129-157
Potential	250-369
Evasion	57-89

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, Opaque Mirror, Slimy Tongue, Muddy Pelt

Hushed Murra

Designation	Normal
Level	11-20
Experience	57-99
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	9465-20143
Melee Attack	128-225
Melee Accuracy	125-143
Ranged Attack	141-248
Ranged Accuracy	123-141
Potential	128-225
Evasion	39-59

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Multicolor Murra Wing, Brilliant Murra Liquid, Black Fog Deposits, Supple Leather

Hydro Forfex

Designation	Normal
Level	31-40
Experience	173-245
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

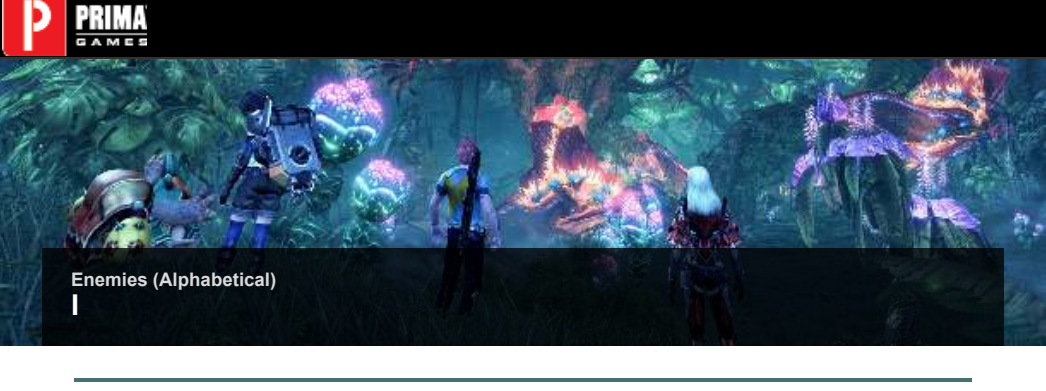
HP	28406-39765
Melee Attack	422-577
Melee Accuracy	186-215
Ranged Attack	345-472
Ranged Accuracy	181-210
Potential	384-525
Evasion	79-103

Attribute Resistances

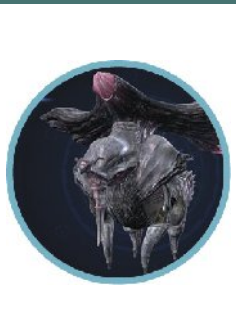
Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer



Ignit, the Ultimate Chaos



Designation	Tyrant
Level	88
Experience	8497
Location	Sylvalum
Time	0:00-0:00
Weather	Crimson Auroras

Stats

HP	4445359
Melee Attack	5830
Melee Accuracy	356
Ranged Attack	6246
Ranged Accuracy	361
Potential	4164
Evasion	74

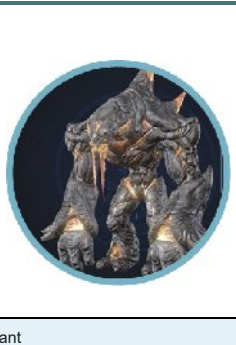
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Coronid Larynx, Coronid Dung, Thick Coronid Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Ilithios, the Enlightened



Designation	Tyrant
Level	48
Experience	2981
Location	Cauldros
Time	0:00-0:00
Weather	All (Except Brimstone Rain)

Stats

HP	1972590
Melee Attack	2385
Melee Accuracy	225
Ranged Attack	2290
Ranged Accuracy	220
Potential	1908
Evasion	74

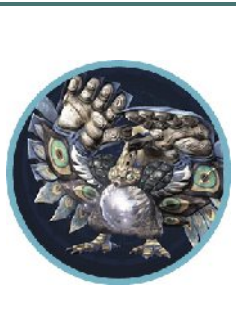
Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	55
Electric	-20
Gravity	-20

Salvageable Materials

Gularthian Everflame, Gularthian Flint, Scorching Giant Cells, Lava Crystal, Flaming Rock

Imecile Saltat



Designation	Normal
Level	41-50
Experience	301-416
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	597-774
Melee Accuracy	228-264
Ranged Attack	597-774
Ranged Accuracy	223-258
Potential	543-704
Evasion	129-165

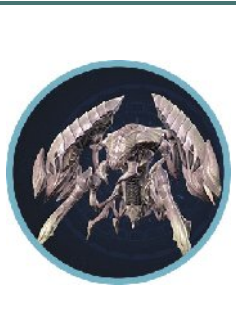
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Immortal Ictus



Designation	Normal
Level	51-60
Experience	622-801
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	91320-106866
Melee Attack	1184-1476
Melee Accuracy	292-336
Ranged Attack	1085-1353
Ranged Accuracy	239-275
Potential	1036-1291
Evasion	154-190

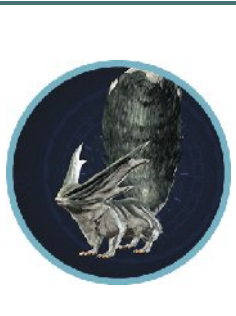
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Lone White Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Impish Mephite



Designation	Normal
Level	21-30
Experience	106-175
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	22296-37979
Melee Attack	225-332
Melee Accuracy	145-175
Ranged Attack	263-388
Ranged Accuracy	140-170
Potential	250-369
Evasion	61-95

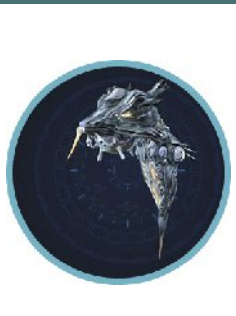
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Stinkbag, Green Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Indigo Turba



Designation	Normal
Level	11-20
Experience	48-83
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7314-15565
Melee Attack	128-225
Melee Accuracy	128-146
Ranged Attack	122-214
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-54

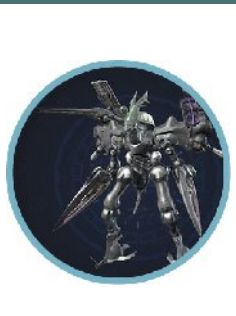
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Black Turba Nectar. Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Infantry Support Qmoeva



Designation	Tyrant
Level	80
Experience	1959
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	332510
Melee Attack	1855
Melee Accuracy	367
Ranged Attack	1855
Ranged Accuracy	362
Potential	1855
Evasion	295

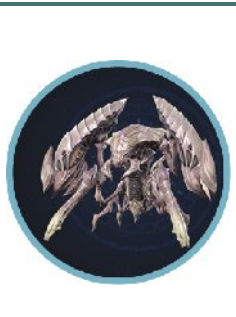
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Inferno Ictus



Designation	Normal
Level	41-50
Experience	437-604
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	74045-89595
Melee Attack	889-1152
Melee Accuracy	249-288
Ranged Attack	815-1056
Ranged Accuracy	203-235
Potential	778-1008
Evasion	118-150

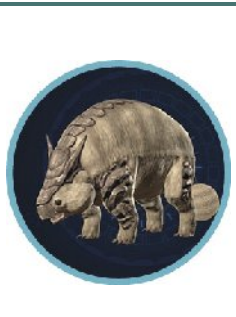
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Lone White Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Innocent Ovis



Designation	Normal
Level	21-30
Experience	84-138
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	20357-34677
Melee Attack	250-369
Melee Accuracy	141-170
Ranged Attack	225-332
Ranged Accuracy	136-165
Potential	250-369
Evasion	55-85

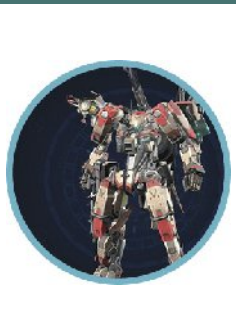
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Hard Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

InterFearence



Designation	Boss
Level	57
Experience	666
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	110929
Melee Attack	1149
Melee Accuracy	268
Ranged Attack	1149
Ranged Accuracy	263
Potential	1149
Evasion	178

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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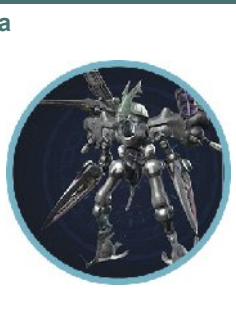
Intermediate Arsenal Qmoeva



Designation	Tyrant
Level	35
Experience	517
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	130386
Melee Attack	639
Melee Accuracy	199
Ranged Attack	639
Ranged Accuracy	194
Potential	639
Evasion	107

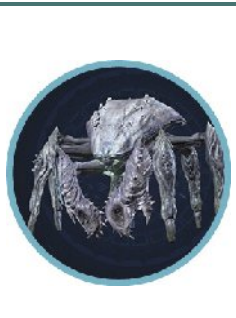
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Iolite Forfex



Designation	Normal
Level	1-10
Experience	25-71
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1414-8066
Melee Attack	51-178
Melee Accuracy	110-129
Ranged Attack	41-145
Ranged Accuracy	105-123
Potential	46-162
Evasion	13-29

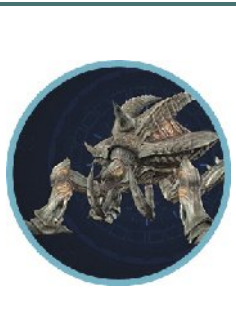
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Blue Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Iron Cinicula



Designation	Normal
Level	41-50
Experience	852-1176
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	331183-400734
Melee Attack	1185-1536
Melee Accuracy	197-228
Ranged Attack	1185-1536
Ranged Accuracy	192-223
Potential	988-1280
Evasion	76-97

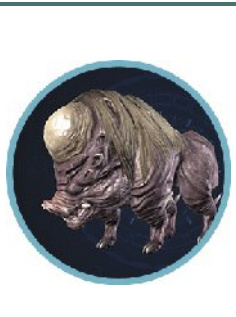
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Honey Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Iron Femina Suid



Designation	Normal
Level	11-20
Experience	45-78
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	9293-19776
Melee Attack	125-219
Melee Accuracy	118-135
Ranged Attack	118-208
Ranged Accuracy	117-134
Potential	128-225
Evasion	35-54

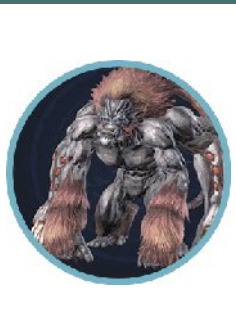
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Iron Simius



Designation	Normal
Level	31-40
Experience	282-400
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	53796-75308
Melee Attack	603-824
Melee Accuracy	173-199
Ranged Attack	537-734
Ranged Accuracy	187-217
Potential	525-717
Evasion	88-115

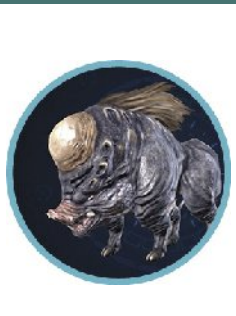
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Red Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Iron Suid



Designation	Normal
Level	11-20
Experience	45-78
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	9465-20143
Melee Attack	128-225
Melee Accuracy	121-139
Ranged Attack	115-202
Ranged Accuracy	114-131
Potential	128-225
Evasion	34-51

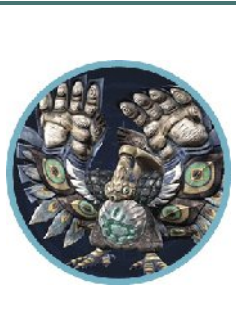
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Island Saltat



Designation	Normal
Level	11-20
Experience	61-106
Location	Cauldros
Time	0:00-0:00
Weather	Clear Only

Stats

HP	10756-22890
Melee Attack	128-225
Melee Accuracy	128-146
Ranged Attack	128-225
Ranged Accuracy	123-141
Potential	128-225
Evasion	35-54

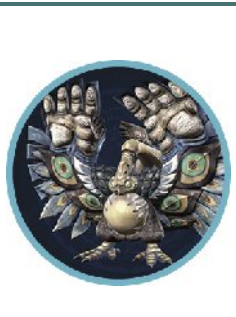
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Itinerant Saltat



Designation	Normal
Level	21-30
Experience	112-184
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	244-360
Melee Accuracy	145-175
Ranged Attack	244-360
Ranged Accuracy	140-170
Potential	250-369
Evasion	55-85

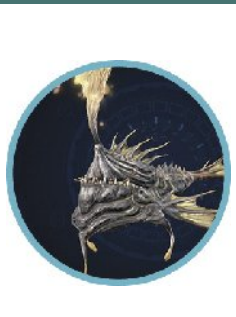
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Golden Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Izgnaznie, the Smoldering



Designation	Tyrant
Level	64
Experience	3743
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

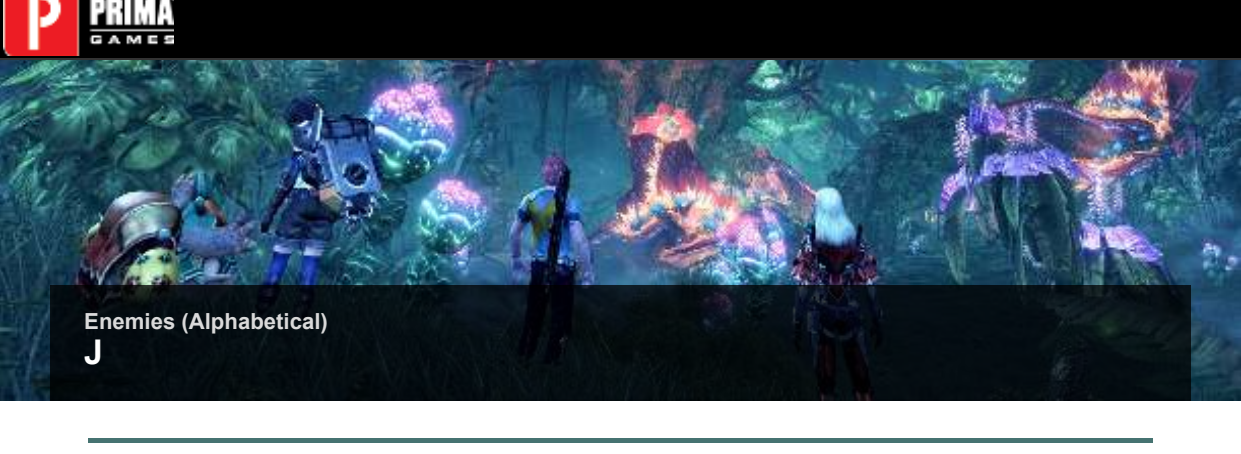
HP	2047169
Melee Attack	3223
Melee Accuracy	283
Ranged Attack	2731
Ranged Accuracy	278
Potential	2803
Evasion	229

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

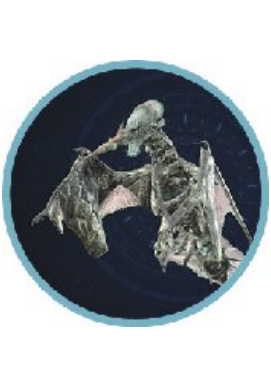
Large Lophid Liver, Alluring Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat



Enemies (Alphabetical)

J

Jade Jacul



Designation	Normal
Level	31-40
Experience	242-343
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	45186-63255
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	537-734
Ranged Accuracy	177-205
Potential	525-717
Evasion	92-120

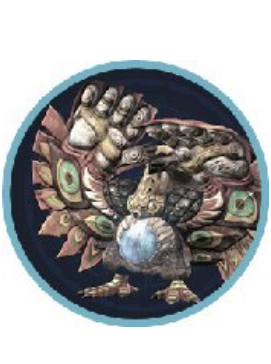
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Green Jacul Wing, Cracked Bill, Filthy Wing

Jade Saltat



Designation	Normal
Level	11-20
Experience	62-108
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	11616-24721
Melee Attack	135-236
Melee Accuracy	131-150
Ranged Attack	135-236
Ranged Accuracy	126-144
Potential	128-225
Evasion	36-55

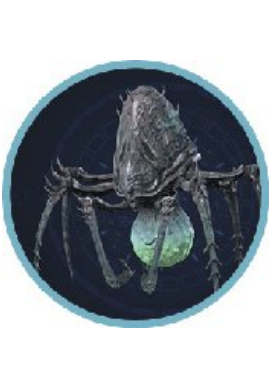
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Jade Scirpo



Designation	Normal
Level	21-30
Experience	106-175
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	16952-28877
Melee Attack	244-359
Melee Accuracy	145-175
Ranged Attack	244-359
Ranged Accuracy	140-170
Potential	250-369
Evasion	55-85

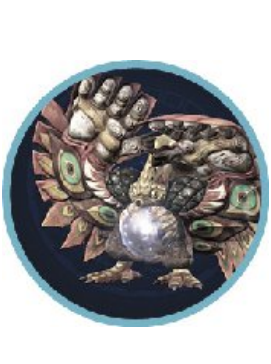
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Jarosch, the Sensational



Designation	Tyrant
Level	23
Experience	204
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	72920
Melee Attack	320
Melee Accuracy	172
Ranged Attack	320
Ranged Accuracy	166
Potential	291
Evasion	68

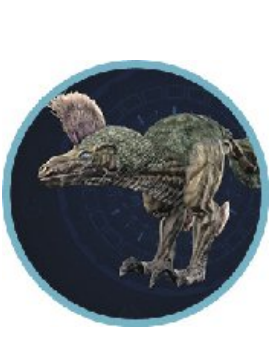
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Javelin Insidia



Designation	Normal
Level	31-40
Experience	163-231
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	39607-55444
Melee Attack	404-552
Melee Accuracy	182-210
Ranged Attack	375-512
Ranged Accuracy	173-200
Potential	385-525
Evasion	81-106

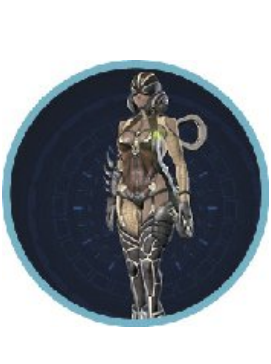
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Evolved Insidia Claw. Insidia Mowhawk, Bone-in Thigh Meat, Chipped Talon, Stiff Hair

JD001: Juda



Designation	Boss
Level	38
Experience	149
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	36306
Melee Attack	492
Melee Accuracy	199
Ranged Attack	492
Ranged Accuracy	194
Potential	537
Evasion	119

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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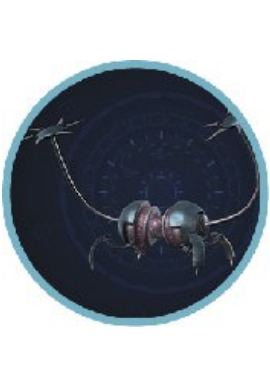
Jet Shrad



Designation	Normal
Level	51-60
Experience	323-416
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	723-902
Melee Accuracy	305-350
Ranged Attack	723-902
Ranged Accuracy	298-343
Potential	723-902
Evasion	169-209

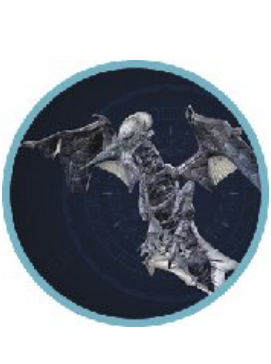
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Standard Blade Module, Multi-wire, Reinforced Crank

Jia Mian, the Beloved



Designation	Tyrant
Level	50
Experience	2379
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1538816
Melee Attack	1964
Melee Accuracy	252
Ranged Attack	2064
Ranged Accuracy	252
Potential	2016
Evasion	165

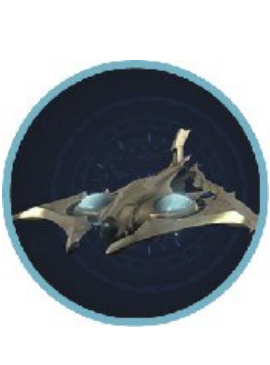
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	-20

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Blue Jacul Wing Cracked Bill, Filthy Wing

Ji-ett, the Thunderclap



Designation	Tyrant
Level	72
Experience	3204
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	14712582
Melee Attack	2386
Melee Accuracy	275
Ranged Attack	2170
Ranged Accuracy	286
Potential	2170
Evasion	233

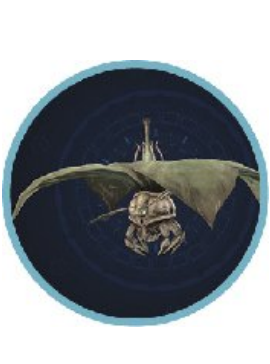
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Fal-swo Solar Crest, Golden Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Jindriska, the Serene



Designation	Tyrant
Level	26
Experience	228
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	57423
Melee Attack	315
Melee Accuracy	163
Ranged Attack	349
Ranged Accuracy	166
Potential	332
Evasion	69

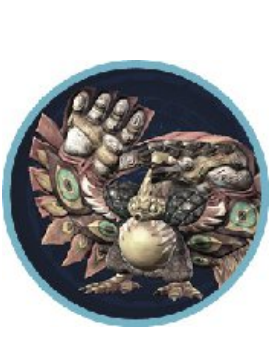
Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Green Mortifol Feather, Fluffy Tuft, Broken Antenna

Jocular Saltat



Designation	Normal
Level	11-20
Experience	60-104
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	10326-21974
Melee Attack	125-219
Melee Accuracy	125-143
Ranged Attack	125-219
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-53

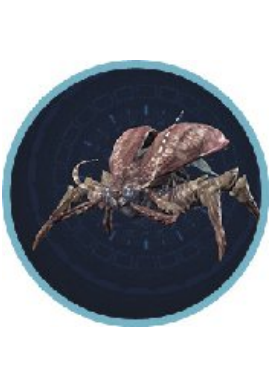
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Golden Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Joker, the Unknowable



Designation	Tyrant
Level	90
Experience	1320
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	283490
Melee Attack	2029
Melee Accuracy	378
Ranged Attack	2029
Ranged Accuracy	372
Potential	2137
Evasion	299

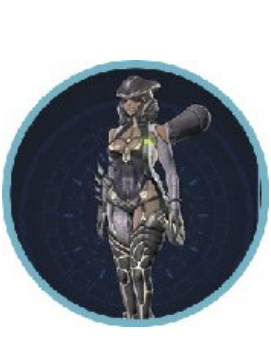
Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Medicinal Blatta oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

JS178: Jushe



Designation	Boss
Level	30
Experience	110
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	26651
Melee Attack	369
Melee Accuracy	175
Ranged Attack	369
Ranged Accuracy	170
Potential	403
Evasion	93

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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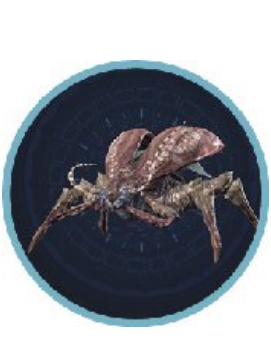
Judge Blatta



Designation	Normal
Level	41-50
Experience	102-141
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	469-608
Melee Accuracy	208-240
Ranged Attack	469-608
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

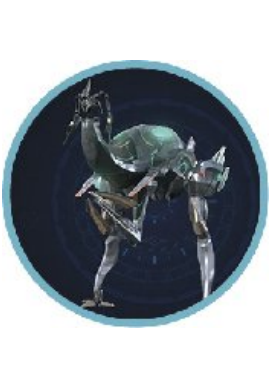
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Judge Pugilith



Designation	Normal
Level	51-60
Experience	594-764
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	95471-111723
Melee Attack	1034-1290
Melee Accuracy	231-266
Ranged Attack	1084-1352
Ranged Accuracy	239-275
Potential	985-1229
Evasion	138-171

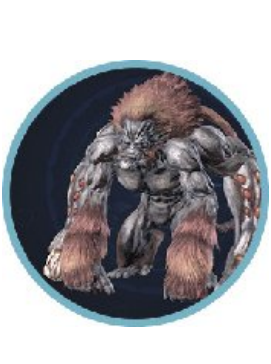
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Pugilith Lamp, Quality Fuse, New Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Juvenile Simius



Designation	Normal
Level	1-40
Experience	21-286
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

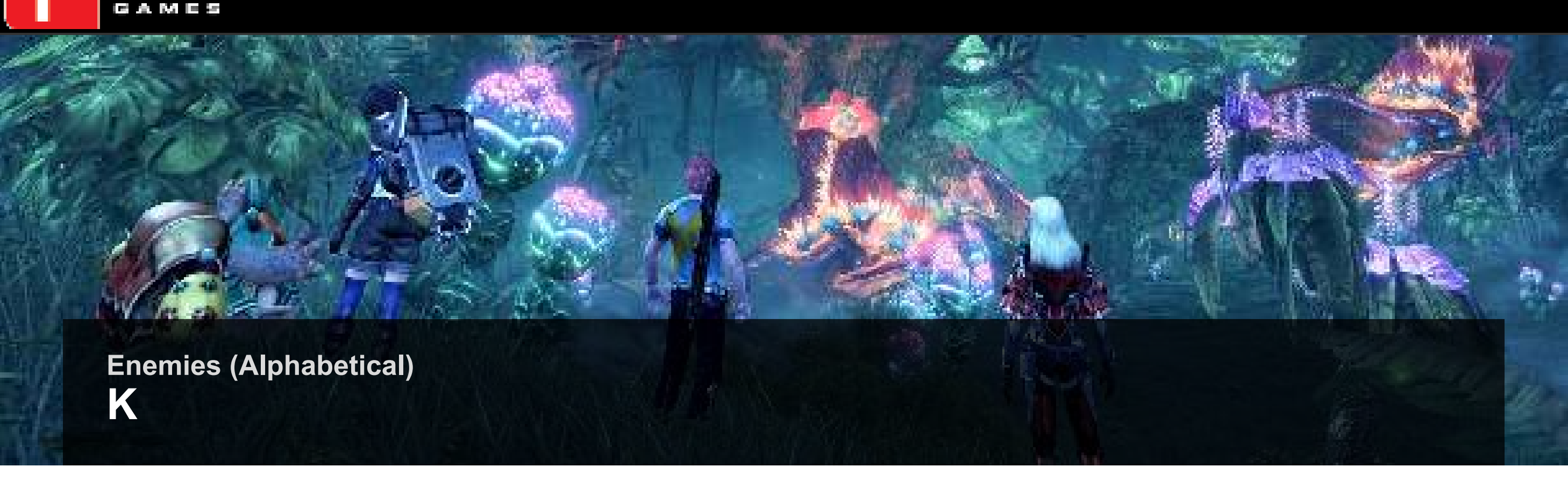
HP	1714-60246
Melee Attack	38-603
Melee Accuracy	102-199
Ranged Attack	34-538
Ranged Accuracy	97-195
Potential	33-525
Evasion	15-115

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Red Simius Mane, Musceled Simius Bulge, Hard Backbone, Stiff Hair



Enemies (Alphabetical)

K

Katerina, the Cliffhanger

Designation	Tyrant
Level	48
Experience	552
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	130368
Melee Attack	664
Melee Accuracy	243
Ranged Attack	786
Ranged Accuracy	262
Potential	699
Evasion	130

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, White Mortifole Feather, Fluffy Tuft, Broken Antenna

Kite Turba

Designation	Normal
Level	41-50
Experience	227-314
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	543-704
Melee Accuracy	213-246
Ranged Attack	516-668
Ranged Accuracy	203-235
Potential	543-704
Evasion	120-153

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Knight Puge

Designation	Normal
Level	31-40
Experience	121-171
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	358-489
Melee Accuracy	186-215
Ranged Attack	358-489
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Advanced Thruster, Energy Tube, Standard Crank

Knight Pugilith

Designation	Normal
Level	31-40
Experience	282-400
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	49508-69305
Melee Attack	550-752
Melee Accuracy	169-194
Ranged Attack	576-787
Ranged Accuracy	173-200
Potential	524-715
Evasion	79-103

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Pugilith Lamp, Quality Fuse, New Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Kringe, the Hunting Arrow

Designation	Tyrant
Level	40
Experience	427
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	130175
Melee Attack	593
Melee Accuracy	220
Ranged Attack	496
Ranged Accuracy	194
Potential	552
Evasion	126

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

Kvass Scirpo

Designation	Normal
Level	41-50
Experience	378-521
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	58859-71219
Melee Attack	722-935
Melee Accuracy	208-240
Ranged Attack	722-935
Ranged Accuracy	203-235
Potential	741-960
Evasion	118-150

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Sulfuric Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Enemies (Alphabetical)

L

Ladha Caladar

Designation	Boss
Level	38
Experience	149
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	36306
Melee Attack	425
Melee Accuracy	208
Ranged Attack	425
Ranged Accuracy	203
Potential	448
Evasion	122

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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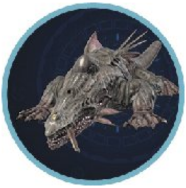
Lake Dilus



Designation	Normal
Level	21-30
Experience	165-270
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	30885-52610
Melee Attack	410-604
Melee Accuracy	159-192
Ranged Attack	324-748
Ranged Accuracy	136-165
Potential	307-453
Evasion	49-76

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Amber Dilus Eye, Moving Dilus Tail, Pristine Dorsal Fin, Cloudy Eyeball, Quality Pelt, Muddy Pelt

Lake Falsaxum

Designation	Normal
Level	21-30
Experience	336-552
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	119236-203109
Melee Attack	570-840
Melee Accuracy	141-170
Ranged Attack	524-772
Ranged Accuracy	136-165
Potential	456-672
Evasion	33-51

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Gremlin Stone, Thick Falsaxum Horn, Giant Falsaxum Jaw, Falsaxum Shell, Refined Horn, Lead Carapace

Lake Mortifole

Designation	Normal
Level	11-20
Experience	36-62
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	6765-14397
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	135-236
Ranged Accuracy	126-144
Potential	128-225
Evasion	35-53

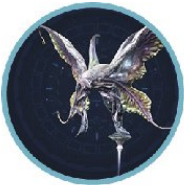
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Golden Mortifole Feather, Fluffy Tuft, Broken Antenna

Lake Papil



Designation	Normal
Level	11-20
Experience	29-50
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	6216-13230
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	128-225
Ranged Accuracy	126-144
Potential	128-225
Evasion	35-54

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Alluring Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Lake Sacrifole

Designation	Normal
Level	41-50
Experience	284-392
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	47119-57015
Melee Attack	543-704
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	203-235
Potential	543-704
Evasion	120-153

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

Lake Terebra

Designation	Normal
Level	1-10
Experience	19-53
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1577-8997
Melee Attack	35-124
Melee Accuracy	105-123
Ranged Attack	30-106
Ranged Accuracy	100-118
Potential	34-118
Evasion	16-35

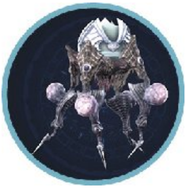
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Terebra Paw Stamp, Terebra Water Grease, Sharp Ear, Perforated Oar, Taut Leather

Lake Visigel



Designation	Normal
Level	31-40
Experience	144-204
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	34441-48213
Melee Attack	346-473
Melee Accuracy	182-210
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	385-525
Evasion	88-115

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Vigisel Waterfall Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

Lambert, the Divine Wind

Designation	Tyrant
Level	15
Experience	97
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	41113
Melee Attack	358
Melee Accuracy	143
Ranged Attack	332
Ranged Accuracy	134
Potential	341
Evasion	41

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Evolved Insidia Claw, Insidia Mowhawk, Bone-in Thigh Meat, Chipped Talon, Stiff Hair

Lance Puge

Designation	Normal
Level	41-50
Experience	179-247
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	48035-58122
Melee Attack	494-640
Melee Accuracy	218-252
Ranged Attack	494-640
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

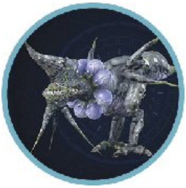
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thrustr, Energy Tube, Standard Crank

Land Caecus



Designation	Normal
Level	41-50
Experience	145-200
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	54927-66463
Melee Attack	543-704
Melee Accuracy	202-234
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	112-142

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Black Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

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Land Forfex

Designation	Normal
Level	21-30
Experience	141-232
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	19989-34049
Melee Attack	376-554
Melee Accuracy	152-183
Ranged Attack	307-453
Ranged Accuracy	147-178
Potential	342-504
Evasion	49-76

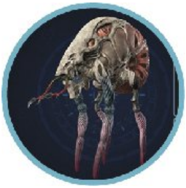
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, White Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Land Gerrid



Designation	Normal
Level	41-50
Experience	417-576
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	90846-109924
Melee Attack	815-1056
Melee Accuracy	228-264
Ranged Attack	741-960
Ranged Accuracy	223-258
Potential	815-1056
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Clear Gerrid Soup, Gerrid Shell, Gerrid Navel, Odorous Tentacle, Active Cells, Lead Carapace

Land Monoceros

Designation	Normal
Level	41-50
Experience	378-521
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	703-912
Melee Accuracy	213-246
Ranged Attack	722-935
Ranged Accuracy	208-240
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Monoceros Hoof Hook, Brown Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

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Langul, the Alien Payload

Designation	Tyrant
Level	11
Experience	54
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	19748
Melee Attack	135
Melee Accuracy	137
Ranged Attack	116
Ranged Accuracy	119
Potential	122
Evasion	33

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Lantern Petramand

Designation	Normal
Level	31-40
Experience	255-362
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	551-752
Melee Accuracy	186-215
Ranged Attack	498-681
Ranged Accuracy	173-200
Potential	525-717
Evasion	83-109

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Silver Petramond Silk, Gray Shell, Ornate Petramond Claw, Iron Lump, Cracked Claw

Lao

Designation	Boss
Level	50
Experience	8996
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	456120
Melee Attack	608
Melee Accuracy	240
Ranged Attack	608
Ranged Accuracy	235
Potential	608
Evasion	150

Attribute Resistances

Physical	25
Beam	10
Ether	25
Thermal	10
Electric	25
Gravity	0

Salvageable Materials

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Lapis Scirpo

Designation	Normal
Level	11-20
Experience	80-138
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	9405-20015
Melee Attack	171-299
Melee Accuracy	125-143
Ranged Attack	171-299
Ranged Accuracy	120-138
Potential	175-307
Evasion	35-53

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Lark Turba

Designation	Normal
Level	31-40
Experience	154-218
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	29274-40981
Melee Attack	385-525
Melee Accuracy	182-210
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	89-117

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Laser Raptor Seidr

Designation	Normal
Level	41-50
Experience	1108-1529
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	387724-469152
Melee Attack	1185-1535
Melee Accuracy	208-240
Ranged Attack	1258-1630
Ranged Accuracy	203-235
Potential	987-1279
Evasion	94-120

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Seidr Control Device, Genuine Chamber, Advanced Crank, Damask Metal, Advanced Lens, Upgraded Lens

Lask, the Unscrupulous

Designation	Tyrant
Level	48
Experience	523
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	162067
Melee Attack	629
Melee Accuracy	243
Ranged Attack	734
Ranged Accuracy	238
Potential	699
Evasion	167

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Mephite Stinkbag, Golden Puff, Mephite Ear Hair, Lighweight Pelt, Fleecy Fur

Latis, the Bristle-Scaled

Designation	Tyrant
Level	39
Experience	572
Location	Sylvanum
Time	0:00-0:00
Weather	All

Stats

HP	157237
Melee Attack	836
Melee Accuracy	222
Ranged Attack	836
Ranged Accuracy	217
Potential	727
Evasion	99

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	15
Electric	-20
Gravity	5

Salvageable Materials

Electric Tersqual Tear, Tersqual Eel Kebab, Brilliant Tersqual Liquid, Juicy Wild Meat, Rough Skin

Laurencio, the Fog Bow

Designation	Tyrant
Level	59
Experience	3402
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	2494703
Melee Attack	2526
Melee Accuracy	289
Ranged Attack	3346
Ranged Accuracy	313
Potential	2526
Evasion	195

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Filiavent Intestine, Giant Protein, Red Filiavent Tentacle, Quality Skin, Mollusk Mucus

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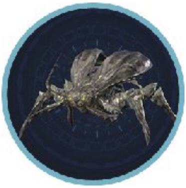
Lava Blatta



Designation	Normal
Level	11-20
Experience	22-37
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	6393-13605
Melee Attack	105-184
Melee Accuracy	125-143
Ranged Attack	105-184
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, S,all Insect Leg, Tatty Insect Wing

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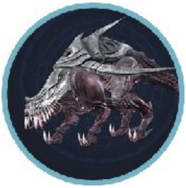
Lava Caro



Designation	Normal
Level	31-40
Experience	202-286
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	413-564
Melee Accuracy	182-210
Ranged Attack	346-473
Ranged Accuracy	160-185
Potential	385-525
Evasion	92-120

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Copper Caro Plate, Slimy Tongue, Taut Leather

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Lava Cinicula

Designation	Normal
Level	41-50
Experience	1278-1764
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	551750-667622
Melee Attack	1777-2304
Melee Accuracy	197-228
Ranged Attack	1777-2304
Ranged Accuracy	192-223
Potential	1482-1920
Evasion	76-97

Attribute Resistances

Physical	35
Beam	-25
Ether	-25
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Maple oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Goey Gunge

Lava Sacrifole

Designation	Normal
Level	41-50
Experience	248-392
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	47119-57015
Melee Attack	543-704
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	203-235
Potential	543-704
Evasion	120-153

Attribute Resistances

Physical	40
Beam	-25
Ether	-25
Thermal	0
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Crimson Sacrifole Feather, Shimmering Silk, Scratched Jewel

Lava Unafulge

Designation	Normal
Level	41-50
Experience	128-176
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	489-633
Melee Accuracy	213-246
Ranged Attack	489-633
Ranged Accuracy	208-240
Potential	543-704
Evasion	126-161

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Unafulge Death Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Lawless Grex

Designation	Normal
Level	31-40
Experience	202-286
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	413-564
Melee Accuracy	182-210
Ranged Attack	346-473
Ranged Accuracy	160-185
Potential	385-525
Evasion	92-120

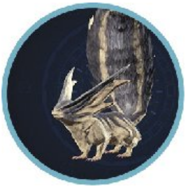
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, White Mirrorglass, Slimy Tongue, Muddy Pelt

Lawless Mephite



Designation	Normal
Level	31-40
Experience	109-155
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	33665-47127
Melee Attack	346-473
Melee Accuracy	178-205
Ranged Attack	404-552
Ranged Accuracy	173-200
Potential	385-525
Evasion	99-129

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Sitnkbag, Golden Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Lazuli Forfex

Designation	Normal
Level	51-70
Experience	509-857
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	68473-93083
Melee Attack	1085-1646
Melee Accuracy	256-304
Ranged Attack	888-1347
Ranged Accuracy	250-299
Potential	987-1497
Evasion	138-180

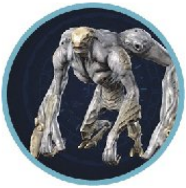
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Blue Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Leandro, the Sneering



Designation	Tyrant
Level	49
Experience	1794
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1077844
Melee Attack	1435
Melee Accuracy	241
Ranged Attack	1435
Ranged Accuracy	236
Potential	1305
Evasion	149

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Hidden Cantor Hoard, Luminescent Tail, Golden Cantor Tooth, Musceled Cantor Bulge, Squishy Cartilage, Slimy Epithelium

Legato, the Sky Watcher

Designation	Tyrant
Level	45
Experience	1418
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	834567
Melee Attack	1142
Melee Accuracy	277
Ranged Attack	1259
Ranged Accuracy	270
Potential	1171
Evasion	146

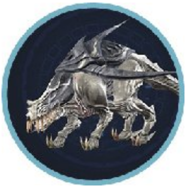
Attribute Resistances

Physical	5
Beam	-45
Ether	-20
Thermal	5
Electric	15
Gravity	-20

Salvageable Materials

Rich Scintimure Meat, White Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Legion Caro



Designation	Normal
Level	31-40
Experience	121-171
Location	Cauldros
Time	5:00-0:00
Weather	All

Stats

HP	35129-49176
Melee Attack	413-564
Melee Accuracy	182-210
Ranged Attack	346-473
Ranged Accuracy	160-185
Potential	385-525
Evasion	92-120

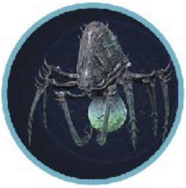
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

Lepidolite Scirpo



Designation	Normal
Level	1-10
Experience	19-53
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1199-68-40
Melee Attack	32-115
Melee Accuracy	105-123
Ranged Attack	32-115
Ranged Accuracy	100-118
Potential	33-118
Evasion	15-33

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Leroy’s Ire

Designation	Boss
Level	38
Experience	347
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	67485
Melee Attack	672
Melee Accuracy	199
Ranged Attack	672
Ranged Accuracy	194
Potential	672
Evasion	109

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Lethal Duoguill

Designation	Normal
Level	41-50
Experience	767-1058
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	339261-410508
Melee Attack	963-1248
Melee Accuracy	249-288
Ranged Attack	1086-1408
Ranged Accuracy	243-282
Potential	988-1280
Evasion	123-157

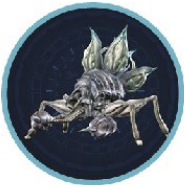
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Duoguill Broth. Blue Electrical Tenacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

Lethal Germivore



Designation	Normal
Level	51-60
Experience	182-234
Location	sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	625-779
Melee Accuracy	231-266
Ranged Attack	625-779
Ranged Accuracy	227-261
Potential	658-820
Evasion	169-209

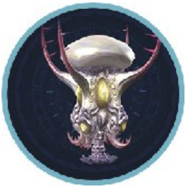
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

Lethal Unafulge



Designation	Normal
Level	41-50
Experience	213-294
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	53851-65160
Melee Attack	489-633
Melee Accuracy	213-246
Ranged Attack	489-633
Ranged Accuracy	208-240
Potential	543-704
Evasion	126-161

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

UnaFulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Lethal Vivohast

Designation	Normal
Level	51-60
Experience	594-764
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	76775-89845
Melee Attack	1085-1353
Melee Accuracy	250-287
Ranged Attack	987-1230
Ranged Accuracy	239-275
Potential	987-1230
Evasion	138-171

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Moving Vivohast Tail, Sharp Vivohast Jaw, vivohast Crescent Hook, Pristine Insect Jaw, Sticky Mucus

Leva’el, the Terminus

Designation	Tyrant
Level	82
Experience	8090
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	8000874
Melee Attack	3824
Melee Accuracy	369
Ranged Attack	4971
Ranged Accuracy	455
Potential	4971
Evasion	145

Attribute Resistances

Physical	50
Beam	25
Ether	35
Thermal	35
Electric	25
Gravity	0

Salvageable Materials

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Libra, the Long-Lived

Designation	Tyrant
Level	20
Experience	421
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	271933
Melee Attack	484
Melee Accuracy	146
Ranged Attack	419
Ranged Accuracy	137
Potential	430
Evasion	62

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Large Purgovent Liver, Strong Purgovent Extract, Smooth Tail Fin, Purgovent Jaw Meat, Quirky Liver, Smelly Fish Meat

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Lightning Progen

Designation	Normal
Level	31-40
Experience	255-362
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	498-681
Ranged Accuracy	177-205
Potential	525-717
Evasion	94-123

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Golden Progen Wing, Large Hoof, Small Scale

Lightning Strike

Designation	Boss
Level	40
Experience	381
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	72319
Melee Attack	717
Melee Accuracy	205
Ranged Attack	717
Ranged Accuracy	200
Potential	717
Evasion	115

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Lineage

Designation	Boss
Level	43
Experience	431
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	84546
Melee Attack	789
Melee Accuracy	214
Ranged Attack	789
Ranged Accuracy	209
Potential	789
Evasion	124

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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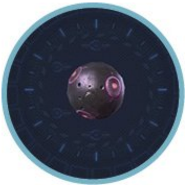
Link Satellis



Designation	Boss
Level	46
Experience	o
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	601
Melee Attack	574
Melee Accuracy	224
Ranged Attack	631
Ranged Accuracy	262
Potential	574
Evasion	134

Attribute Resistances

Physical	100
Beam	100
Ether	100
Thermal	100
Electric	100
Gravity	100

Salvageable Materials

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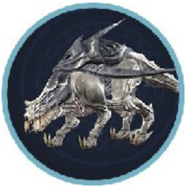
Little Caro



Designation	Normal
Level	31-40
Experience	202-286
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	413-564
Melee Accuracy	182-210
Ranged Attack	346-473
Ranged Accuracy	160-185
Potential	385-525
Evasion	92-120

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

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Little Femina Suid

Designation	Normal
Level	1-50
Experience	15-294
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1481-70372
Melee Attack	33-686
Melee Accuracy	99-228
Ranged Attack	31-650
Ranged Accuracy	97-229
Potential	34-704
Evasion	15-153

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet. Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Little Suid

Designation	Normal
Level	1-50
Experience	15-294
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1509-71676
Melee Attack	34-704
Melee Accuracy	102-234
Ranged Attack	30-633
Ranged Accuracy	95-223
Potential	34-704
Evasion	14-146

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet. Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Lively Tersqual

Designation	Normal
Level	51-60
Experience	594-764
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	1135-1414
Melee Accuracy	256-294
Ranged Attack	1135-1414
Ranged Accuracy	250-288
Potential	987-1230
Evasion	130-161

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	10
Electric	-25
Gravity	0

Salvageable Materials

Electric Tersqual Tear, Tersqual Eel Kebab, Brilliant Tersqual Liquid, Juicy Wild Meat, Rough Skin

Lockhart, the Killer of Hope

Designation	Tyrant
Level	52
Experience	915
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	176009
Melee Attack	1170
Melee Accuracy	266
Ranged Attack	1064
Ranged Accuracy	255
Potential	1064
Evasion	149

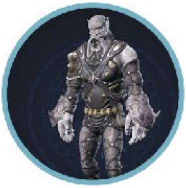
Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Moving Vivohast Tail, Sharp Vivohast Jaw, Vivohast Crescent Hook, Pristine Insect Jaw, Sticky Mucus

Loda Gorida



Designation	Boss
Level	38
Experience	149
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	45889
Melee Attack	492
Melee Accuracy	208
Ranged Attack	425
Ranged Accuracy	184
Potential	448
Evasion	98

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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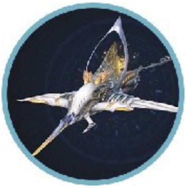
Lofty Aetrygon



Designation	Normal
Level	41-50
Experience	318-439
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	63947-77377
Melee Attack	740-959
Melee Accuracy	192-222
Ranged Attack	666-862
Ranged Accuracy	203-235
Potential	740-959
Evasion	129-165

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Light-Speed Jet Fin, Amber Aetrygon Horn, Fresh Fish Meat, Rotten Meat

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Logi Blatta

Designation	Normal
Level	41-50
Experience	102-141
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Logi Scirpo

Designation	Normal
Level	11-20
Experience	57-138
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	7524-16012
Melee Attack	125-219
Melee Accuracy	125-143
Ranged Attack	125-219
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-53

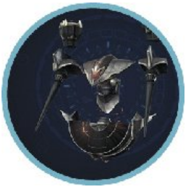
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Logistical Support Quo



Designation	Tyrant
Level	46
Experience	437
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	148831
Melee Attack	596
Melee Accuracy	235
Ranged Attack	612
Ranged Accuracy	229
Potential	795
Evasion	147

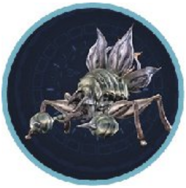
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Black Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Lomoth, the Beast-Eater



Designation	Tyrant
Level	28
Experience	113
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	50572
Melee Attack	311
Melee Accuracy	161
Ranged Attack	311
Ranged Accuracy	156
Potential	327
Evasion	83

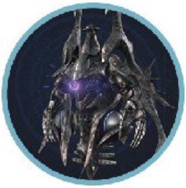
Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Sharp Gerivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Lord Xe-dom



Designation	Normal
Level	51-70
Experience	2182-3672
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	730272-992737
Melee Attack	2368-3592
Melee Accuracy	219-261
Ranged Attack	2368-3592
Ranged Accuracy	239-285
Potential	2368-3592
Evasion	123-160

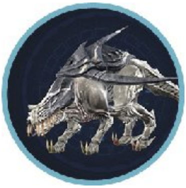
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Xe-dom Jet-Black Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Core

Lost Caro



Designation	Normal
Level	51-70
Experience	255-428
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	67743-92090
Melee Attack	777-1179
Melee Accuracy	250-297
Ranged Attack	651-988
Ranged Accuracy	221-263
Potential	723-1097
Evasion	161-210

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Black Caro Plate, Slimy Tongue, Taut Leather

Luciel, the Eternal

Designation	Tyrant
Level	92
Experience	9172
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	4643257
Melee Attack	6586
Melee Accuracy	370
Ranged Attack	6147
Ranged Accuracy	355
Potential	4391
Evasion	75

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Millesaur Larynx, Millesaur Dung, Thick Millesaur Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin

Ludvik, the Picky Eater

Designation	Tyrant
Level	29
Experience	224
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	78291
Melee Attack	374
Melee Accuracy	173
Ranged Attack	355
Ranged Accuracy	163
Potential	392
Evasion	78

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Ebony Evello Egg, Robust Evello Horn, Bone-In Thigh Meat, Chipped Talon, Worn Muscle Fiber

Lugalbanda, the Wanderer-King

Designation	Tyrant
Level	88
Experience	9072
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	846735
Melee Attack	1586
Melee Accuracy	429
Ranged Attack	1586
Ranged Accuracy	423
Potential	1586
Evasion	339

Attribute Resistances

Physical	20
Beam	5
Ether	20
Thermal	5
Electric	20
Gravity	20

Salvageable Materials

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Luminous Puge

Designation	Normal
Level	51-60
Experience	255-328
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	59242-69327
Melee Attack	658-820
Melee Accuracy	256-294
Ranged Attack	658-820
Ranged Accuracy	250-288
Potential	658-820
Evasion	161-199

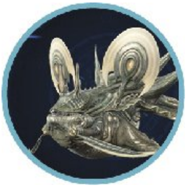
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter. Reinforced Thruster, Energy Tube, Standard Crank

Lunar Ceto



Designation	Normal
Level	41-50
Experience	895-1235
Location	Noctilum
Time	019:00-5:00
Weather	All

Stats

HP	780839-944820
Melee Attack	1926-2496
Melee Accuracy	234-270
Ranged Attack	1778-2304
Ranged Accuracy	233-270
Potential	1482-1920
Evasion	106-135

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Ceto Roe, Unlucky Black Whisker, Gold Ceto Membrane, large Saw Tooth, Tasty Fish Belly, Fatty Fish Belly

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Lurker Suid

Designation	Normal
Level	31-40
Experience	144-204
Location	Noctlium
Time	0:00-0:00
Weather	All

Stats

HP	37885-53034
Melee Attack	385-525
Melee Accuracy	173-199
Ranged Attack	346-473
Ranged Accuracy	164-190
Potential	385-525
Evasion	85-112

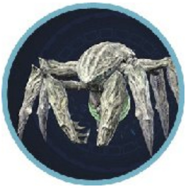
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet. Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Lutetia Petramand



Designation	Normal
Level	51-60
Experience	537-692
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	1036-1291
Melee Accuracy	256-294
Ranged Attack	937-1168
Ranged Accuracy	239-275
Potential	987-1230
Evasion	146-180

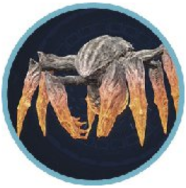
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Silver Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Lutetium Petramand



Designation	Normal
Level	51-60
Experience	537-692
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	1036-1291
Melee Accuracy	256-294
Ranged Attack	937-1168
Ranged Accuracy	239-275
Potential	987-1230
Evasion	146-180

Attribute Resistances

Physical	35
Beam	-25
Ether	-25
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Luxaar’s Xern

Designation	Tyrant
Level	90
Experience	9547
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	3895121
Melee Attack	4277
Melee Accuracy	378
Ranged Attack	5561
Ranged Accuracy	465
Potential	5561
Evasion	149

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

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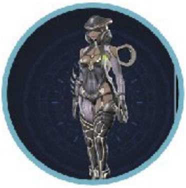
LV757: Lyvia



Designation	Boss
Level	39
Experience	156
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	37597
Melee Attack	508
Melee Accuracy	202
Ranged Attack	508
Ranged Accuracy	197
Potential	554
Evasion	123

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	10
Electric	0
Gravity	0

Salvageable Materials

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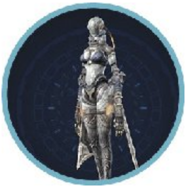
Lyla, the Lustrous



Designation	Tyrant
Level	44
Experience	301
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	107347
Melee Attack	654
Melee Accuracy	233
Ranged Attack	526
Ranged Accuracy	239
Potential	569
Evasion	149

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Blue Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Lyla’s Galdr

Designation	Tyrant
Level	55
Experience	1139
Location	Sylvalum
Time	5:00-7:00
Weather	All

Stats

HP	251040
Melee Attack	1177
Melee Accuracy	300
Ranged Attack	1292
Ranged Accuracy	294
Potential	1149
Evasion	160

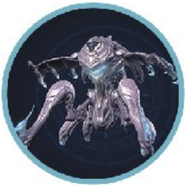
Attribute Resistances

Physical	350
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

R.B. Unit, Galdr Head, Reinforced Plug, Multi-Wire, All-Purpose Plug

Macabre Aeviter



Designation	Normal
Level	51-70
Experience	622-1047
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	91320-124141
Melee Attack	1085-1646
Melee Accuracy	244-290
Ranged Attack	1184-1796
Ranged Accuracy	286-342
Potential	1184-1796
Evasion	154-200

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Aeviter Star Wing, Aeviter Membrane, Active Cells, Gooey Gungge

Macabre Gerrid

Designation	Normal
Level	31-40
Experience	121-286
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	39508-55307
Melee Attack	384-524
Melee Accuracy	195-225
Ranged Attack	349-477
Ranged Accuracy	190-220
Potential	384-524
Evasion	92-120

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Cloudy Gerrid Soup, Gerrid Shell, Gerrid Navel, Odorous Tentacle, Active Cells, Lead Carapace

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Mach Shrad

Designation	Normal
Level	51-60
Experience	323-416
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	723-902
Melee Accuracy	305-350
Ranged Attack	723-902
Ranged Accuracy	298-343
Potential	723-902
Evasion	169-209

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Tempered Blade Module, Multi-wire, Reinforced Crank

Machine King Quo

Designation	Normal
Level	51-60
Experience	343-442
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	73056-85493
Melee Attack	651-811
Melee Accuracy	244-280
Ranged Attack	651-811
Ranged Accuracy	244-281
Potential	868-1082
Evasion	161-199

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Golden Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Machine Queen Quo

Designation	Normal
Level	41-50
Experience	241-333
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	59236-71676
Melee Attack	489-633
Melee Accuracy	208-240
Ranged Attack	489-633
Ranged Accuracy	208-240
Potential	652-844
Evasion	123-157

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Golden Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

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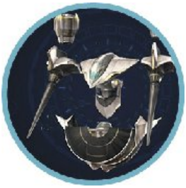
Machine Rook Quo



Designation	Normal
Level	31-40
Experience	163-231
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	37885-53034
Melee Attack	346-473
Melee Accuracy	178-205
Ranged Attack	346-473
Ranged Accuracy	177-205
Potential	462-630
Evasion	92-120

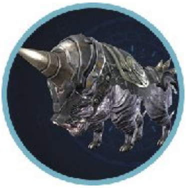
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Golden Gyrocompass, Reinforced Plunger, Quo Pod, Upgraded Jammer, Standard Jammer

Macho Armored Suid



Designation	Normal
Level	51-60
Experience	194-250
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	70565-82578
Melee Attack	796-992
Melee Accuracy	237-273
Ranged Attack	651-811
Ranged Accuracy	227-261
Potential	723-902
Evasion	150-185

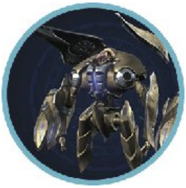
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Fillet, Tough Humpsteak, Succulent Meat, Fleecy Fur

Magna Galdr



Designation	Normal
Level	51-70
Experience	679-1142
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	103740-141025
Melee Attack	1159-1758
Melee Accuracy	274-326
Ranged Attack	1060-1608
Ranged Accuracy	256-306
Potential	987-1497
Evasion	138-180

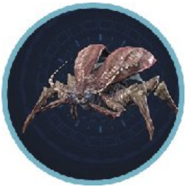
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Magus Blatta



Designation	Normal
Level	41-50
Experience	102-141
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	469-608
Melee Accuracy	208-240
Ranged Attack	469-608
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

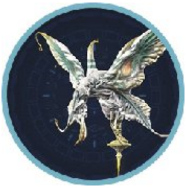
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Magus Papil



Designation	Normal
Level	51-60
Experience	194-250
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	47984-56152
Melee Attack	687-856
Melee Accuracy	244-280
Ranged Attack	723-902
Ranged Accuracy	250-288
Potential	723-902
Evasion	157-193

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Flowering Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Major Chimera

Designation	Boss
Level	49
Experience	475
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	57511
Melee Attack	653
Melee Accuracy	224
Ranged Attack	653
Ranged Accuracy	219
Potential	559
Evasion	131

Attribute Resistances

Physical	20
Beam	5
Ether	20
Thermal	5
Electric	20
Gravity	20

Salvageable Materials

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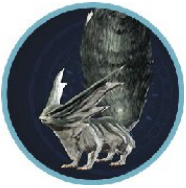
Malicious Mephite



Designation	Normal
Level	31-40
Experience	182-258
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	39607-55444
Melee Attack	346-473
Melee Accuracy	178-205
Ranged Attack	404-552
Ranged Accuracy	173-200
Potential	385-525
Evasion	99-129

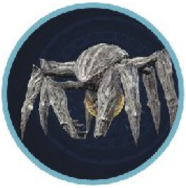
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Stinkbag, Green Fluff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Malium Petramand



Designation	Normal
Level	51-60
Experience	537-692
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	1036-1291
Melee Accuracy	256-294
Ranged Attack	937-1168
Ranged Accuracy	239-275
Potential	987-1230
Evasion	146-180

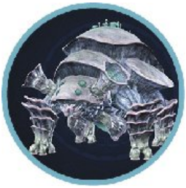
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Golden Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Man’an, the Water Whisperer



Designation	Tyrant
Level	43
Experience	647
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	146602
Melee Attack	952
Melee Accuracy	207
Ranged Attack	911
Ranged Accuracy	202
Potential	828
Evasion	130

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Emerald Whiskey, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna, Blue Fungi, Viscous Humour

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Manuelita, the Affectionate

Designation	Tyrant
Level	47
Experience	559
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	186468
Melee Attack	903
Melee Accuracy	227
Ranged Attack	857
Ranged Accuracy	228
Potential	928
Evasion	148

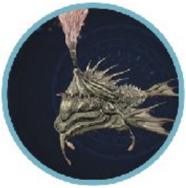
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Marine Lophid



Designation	Normal
Level	51-60
Experience	1151-1482
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	438339-512958
Melee Attack	1513-1886
Melee Accuracy	231-266
Ranged Attack	1283-1599
Ranged Accuracy	227-261
Potential	1316-1640
Evasion	173-213

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Large Lophid Liver, Blinding Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

Marnuck Admiral

Designation	Normal
Level	41-50
Experience	170-235
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Aspirer

Designation	Normal
Level	31-40
Experience	115-164
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	32202-45079
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Barrager

Designation	Normal
Level	21-30
Experience	667-110
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	262-386
Melee Accuracy	155-188
Ranged Attack	228-336
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Blaster

Designation	Normal
Level	31-40
Experience	115-163
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	32202-45079
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	350-478
Evasion	91-120

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Burster

Designation	Normal
Level	51-60
Experience	242-312
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	64887-75933
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	756-943
Ranged Accuracy	262-302
Potential	658-820
Evasion	161-199

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Commander

Designation	Normal
Level	31-40
Experience	115-163
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	32202-45079
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

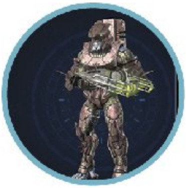
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Converger



Designation	Normal
Level	51-60
Experience	267-343
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	64887-75933
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	756-943
Ranged Accuracy	262-302
Potential	658-820
Evasion	161-199

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Crasher

Designation	Normal
Level	41-50
Experience	179-247
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	52612-63661
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	568-736
Ranged Accuracy	223-258
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Cutthroat

Designation	Normal
Level	31-40
Experience	115-163
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	402-549
Melee Accuracy	191-220
Ranged Attack	350-478
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Damager

Designation	Normal
Level	41-50
Experience	170-235
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Dynamo

Designation	Normal
Level	51-70
Experience	255-428
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	64887-88208
Melee Attack	658-998
Melee Accuracy	244-290
Ranged Attack	756-1147
Ranged Accuracy	262-313
Potential	658-998
Evasion	161-210

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Evildoer

Designation	Normal
Level	31-40
Experience	115-163
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	402-549
Melee Accuracy	191-220
Ranged Attack	350-478
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Firetrooper

Designation	Normal
Level	41-50
Experience	170-235
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Gatling

Designation	Normal
Level	51-60
Experience	218-281
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	64887-75933
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	756-943
Ranged Accuracy	262-302
Potential	658-820
Evasion	161-199

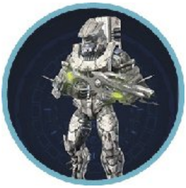
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Grappler



Designation	Normal
Level	31-40
Experience	115-163
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	32202-45079
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Guardian

Designation	Normal
Level	31-40
Experience	109-155
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	27274-40981
Melee Attack	385-525
Melee Accuracy	186-215
Ranged Attack	350-478
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Hornet

Designation	Normal
Level	41-50
Experience	170-235
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Howitzer

Designation	Normal
Level	41-50
Experience	170-235
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Imperial

Designation	Normal
Level	41-50
Experience	170-235
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	52612-63661
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	568-736
Ranged Accuracy	223-258
Potential	494-640
Evasion	123-157

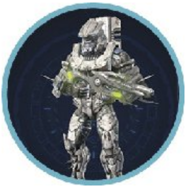
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Jaeger



Designation	Normal
Level	41-50
Experience	170-235
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

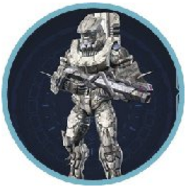
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Loader



Designation	Normal
Level	31-40
Experience	115-163
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	32202-45079
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Marksman

Designation	Normal
Level	21-30
Experience	67-110
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	16479-28072
Melee Attack	250-369
Melee Accuracy	152-183
Ranged Attack	228-336
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Mercenary

Designation	Normal
Level	31-40
Experience	115-163
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	402-549
Melee Accuracy	191-220
Ranged Attack	350-478
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Minor

Designation	Normal
Level	41-50
Experience	179-247
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Pawn

Designation	Normal
Level	1-10
Experience	11-32
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1223-6979
Melee Attack	35-124
Melee Accuracy	112-132
Ranged Attack	31-108
Ranged Accuracy	100-118
Potential	31-108
Evasion	15-33

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Pulser

Designation	Normal
Level	51-60
Experience	255-328
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	64887-75933
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	756-943
Ranged Accuracy	262-302
Potential	658-820
Evasion	161-199

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Recon

Designation	Normal
Level	11-20
Experience	36-62
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7675-16334
Melee Attack	134-235
Melee Accuracy	134-153
Ranged Attack	117-205
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Ruffian

Designation	Normal
Level	31-40
Experience	115-163
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	32202-45079
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Sentinel

Designation	Normal
Level	31-40
Experience	115-163
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	30721-43005
Melee Attack	402-549
Melee Accuracy	191-220
Ranged Attack	350-478
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

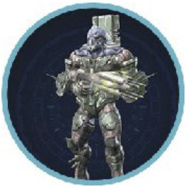
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Shield Trooper



Designation	Normal
Level	21-30
Experience	64-105
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	262-386
Melee Accuracy	155-188
Ranged Attack	228-336
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Slayer

Designation	Normal
Level	51-60
Experience	255-328
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	64887-75933
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	756-943
Ranged Accuracy	262-302
Potential	658-820
Evasion	161-199

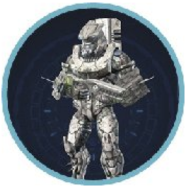
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Slugger



Designation	Normal
Level	41-50
Experience	170-235
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	50350-60924
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Soldier

Designation	Normal
Level	21-30
Experience	67-110
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	16479-28072
Melee Attack	250-369
Melee Accuracy	152-183
Ranged Attack	228-336
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

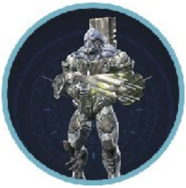
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Support



Designation	Normal
Level	11-20
Experience	34-59
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7314-15565
Melee Attack	128-225
Melee Accuracy	131-150
Ranged Attack	117-205
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Transitioner

Designation	Normal
Level	41-50
Experience	187-259
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	52612-63661
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	568-736
Ranged Accuracy	223-258
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Vanguard

Designation	Normal
Level	21-30
Experience	67-110
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	16479-28072
Melee Attack	250-369
Melee Accuracy	152-183
Ranged Attack	228-336
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Marnuck Windtrooper

Designation	Normal
Level	31-40
Experience	115-163
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	30721-43005
Melee Attack	402-549
Melee Accuracy	191-220
Ranged Attack	350-478
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Combat Boost Meds, Fine White Belt Broken Buckle

Maaster Pugilith

Designation	Normal
Level	51-60
Experience	594-764
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	95471-111723
Melee Attack	1034-1290
Melee Accuracy	231-266
Ranged Attack	1084-1352
Ranged Accuracy	239-275
Potential	985-1229
Evasion	138-171

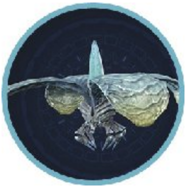
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Mega Sacrifole



Designation	Normal
Level	51-60
Experience	566-728
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	72641-85006
Melee Attack	985-1229
Melee Accuracy	244-280
Ranged Attack	985-1229
Ranged Accuracy	239-275
Potential	985-1229
Evasion	157-194

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Azure Sacrifole Feather, Shimmering Silk Sacrifole Jewel

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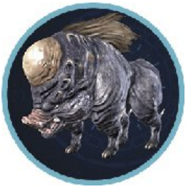
Megatonne, the Hell Express



Designation	Tyrant
Level	11
Experience	94
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	28396
Melee Attack	227
Melee Accuracy	170
Ranged Attack	164
Ranged Accuracy	119
Potential	184
Evasion	34

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Melanya, the Sound Sleeper

Designation	Tyrant
Level	20
Experience	116
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	44498
Melee Attack	230
Melee Accuracy	142
Ranged Attack	218
Ranged Accuracy	141
Potential	236
Evasion	57

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Merciful Dilus

Designation	Normal
Level	31-40
Experience	282-400
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	54864-76803
Melee Attack	630-860
Melee Accuracy	195-225
Ranged Attack	498-681
Ranged Accuracy	168-195
Potential	472-645
Evasion	79-103

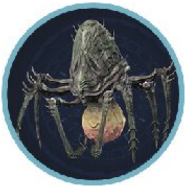
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Crimson Dilus Eye, Moving Dilus Tail, Pristine Dorsal Fin, Cloudy Eyeball, Quality Pelt, Muddy Pelt

Merciful Scirpo



Designation	Normal
Level	51-60
Experience	537-692
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	961-1198
Melee Accuracy	244-280
Ranged Attack	961-1198
Ranged Accuracy	239-275
Potential	987-1230
Evasion	154-190

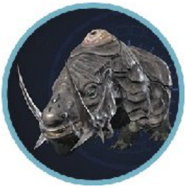
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Mesgan, the Fairweathered



Designation	Tyrant
Level	28
Experience	353
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	106381
Melee Attack	502
Melee Accuracy	170
Ranged Attack	502
Ranged Accuracy	164
Potential	490
Evasion	68

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Potamus Life Lung, Murky Potamus Water, Hulking Incisor, Succulent Meat, Muddy Pelt

Metal Blatta

Designation	Normal
Level	11-20
Experience	22-37
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	6393-13605
Melee Attack	105-184
Melee Accuracy	125-143
Ranged Attack	105-184
Ranged Accuracy	120-138
Potential	117-205
Evasion	36-55

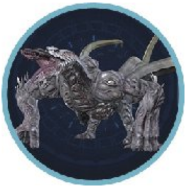
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

Mezzo Chimera



Designation	Boss
Level	49
Experience	475
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	51121
Melee Attack	497
Melee Accuracy	247
Ranged Attack	497
Ranged Accuracy	242
Potential	497
Evasion	160

Attribute Resistances

Physical	35
Beam	20
Ether	35
Thermal	20
Electric	35
Gravity	35

Salvageable Materials

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MG062: Megisia

Designation	Boss
Level	35
Experience	376
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	62995
Melee Attack	624
Melee Accuracy	194
Ranged Attack	745
Ranged Accuracy	217
Potential	609
Evasion	90

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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MG068: Megisia

Designation	Boss
Level	40
Experience	495
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	72319
Melee Attack	860
Melee Accuracy	205
Ranged Attack	896
Ranged Accuracy	210
Potential	717
Evasion	92

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Mighty Virago

Designation	Normal
Level	41-50
Experience	937-1294
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	387727-469152
Melee Attack	1284-1664
Melee Accuracy	208-240
Ranged Attack	963-1248
Ranged Accuracy	203-235
Potential	988-1280
Evasion	118-150

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Virago Blood Sweat, Purple Virago Alloy Plate, Ingrown Virago Claw, Warrior’s Race Seal, Rough Skin

Mikulas, the Keystone

Designation	Tyrant
Level	34
Experience	972
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	537193
Melee Attack	1029
Melee Accuracy	191
Ranged Attack	946
Ranged Accuracy	186
Potential	823
Evasion	61

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Green Crystal, Thick Falsaxum Horn, Giant Falsaxum Jaw, Falsaxum Shell, Refined Horn, Lead Carapace

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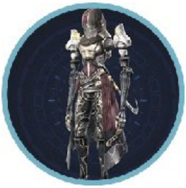
Milsaadi Assassin



Designation	Normal
Level	51-60
Experience	255-328
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	53596-62720
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	250-288
Potential	658-820
Evasion	173-213

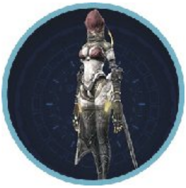
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Astran



Designation	Normal
Level	51-60
Experience	255-328
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	52202-61088
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	250-288
Potential	658-820
Evasion	173-213

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Champion

Designation	Normal
Level	51-60
Experience	255-328
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	54991-65352
Melee Attack	756-943
Melee Accuracy	250-287
Ranged Attack	608-758
Ranged Accuracy	256-295
Potential	658-820
Evasion	173-213

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Executioner

Designation	Normal
Level	41-50
Experience	179-247
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	568-736
Melee Accuracy	213-246
Ranged Attack	456-592
Ranged Accuracy	218-252
Potential	494-640
Evasion	132-168

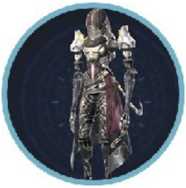
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Blue Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Fighter



Designation	Normal
Level	31-40
Experience	121-171
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	27793-38907
Melee Attack	385-525
Melee Accuracy	186-215
Ranged Attack	332-454
Ranged Accuracy	181-210
Potential	350-478
Evasion	99-128

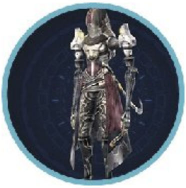
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Herald



Designation	Normal
Level	51-60
Experience	255-328
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	53596-62720
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	250-288
Potential	658-820
Evasion	173-213

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Hitman

Designation	Normal
Level	41-50
Experience	179-247
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	44588-53952
Melee Attack	568-736
Melee Accuracy	213-246
Ranged Attack	456-592
Ranged Accuracy	218-252
Potential	494-640
Evasion	132-168

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Blue Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Hunter

Designation	Normal
Level	41-50
Experience	179-247
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	43457-52584
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	213-246
Potential	494-640
Evasion	132-168

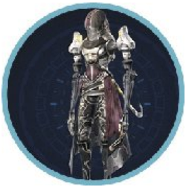
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Protobattler



Designation	Normal
Level	51-60
Experience	255-328
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	53596-62720
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	250-288
Potential	658-820
Evasion	173-213

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Rampager

Designation	Normal
Level	41-50
Experience	179-247
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	42326-51215
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	213-246
Potential	494-640
Evasion	132-168

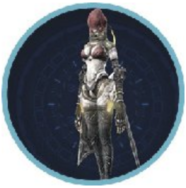
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Robber



Designation	Normal
Level	51-60
Experience	255-328
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	52202-61088
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	250-288
Potential	658-820
Evasion	173-213

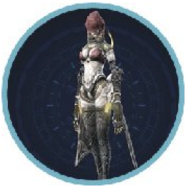
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Savage



Designation	Normal
Level	51-60
Experience	255-328
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	52202-61088
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	250-288
Potential	658-820
Evasion	173-213

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Milsaadi Specter

Designation	Normal
Level	51-60
Experience	255-328
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	56452-66062
Melee Attack	756-943
Melee Accuracy	250-287
Ranged Attack	608-758
Ranged Accuracy	256-295
Potential	658-820
Evasion	173-213

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Blue Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Miniature Adsecula

Designation	Normal
Level	1-10
Experience	10-27
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	991-5652
Melee Attack	32-112
Melee Accuracy	105-123
Ranged Attack	32-112
Ranged Accuracy	100-118
Potential	34-118
Evasion	15-34

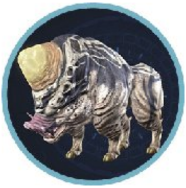
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Taty Insect Wing

Miniature Femina Suid



Designation	Normal
Level	11-20
Experience	45-78
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	9293-19776
Melee Attack	125-219
Melee Accuracy	118-135
Ranged Attack	118-208
Ranged Accuracy	117-134
Potential	128-225
Evasion	35-54

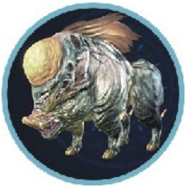
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Miniature Suid



Designation	Normal
Level	11-20
Experience	27-47
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	8045-17121
Melee Attack	128-225
Melee Accuracy	121-139
Ranged Attack	115-202
Ranged Accuracy	114-131
Potential	128-225
Evasion	34-51

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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Minion Potamus

Designation	Normal
Level	11-20
Experience	60-104
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	10756-22890
Melee Attack	131-231
Melee Accuracy	125-143
Ranged Attack	131-231
Ranged Accuracy	120-138
Potential	128-225
Evasion	31-47

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Potamus Life Lung, Hot Potamus Juice, Hulking Incisor, Succulent Meat, Muddy Pelt

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Minor Chimera

Designation	Boss
Level	48
Experience	460
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	25058
Melee Attack	606
Melee Accuracy	243
Ranged Attack	606
Ranged Accuracy	238
Potential	545
Evasion	142

Attribute Resistances

Physical	20
Beam	5
Ether	20
Thermal	5
Electric	20
Gravity	20

Salvageable Materials

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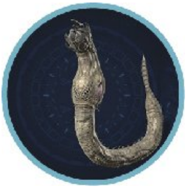
Minor Sabula



Designation	Normal
Level	21-30
Experience	112-184
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	300-443
Melee Accuracy	159-192
Ranged Attack	275-406
Ranged Accuracy	175-212
Potential	250-369
Evasion	13-21

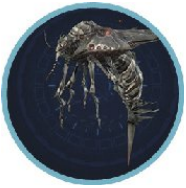
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sabula Backbone, Nutritious Microbes, Scratched Jewel

Mirage Adsecula



Designation	Normal
Level	41-50
Experience	227-314
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	45773-55386
Melee Attack	516-668
Melee Accuracy	208-240
Ranged Attack	516-668
Ranged Accuracy	203-235
Potential	543-701
Evasion	123-157

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Oil Drop, Adsecula Straw, Poisonous Needle, Snall Insect Leg, Tatty Insect Wing

Mirage Blatta

Designation	Normal
Level	31-40
Experience	69-98
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	315-430
Melee Accuracy	178-205
Ranged Attack	315-430
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Snall Insect Leg, Tatty Insect Wing

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Mirage Mortifole

Designation	Normal
Level	41-50
Experience	284-392
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	49812-60273
Melee Attack	516-668
Melee Accuracy	208-240
Ranged Attack	570-739
Ranged Accuracy	213-246
Potential	543-704
Evasion	118-150

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Green Mortifole Feather, Fluffy Tuft, Broken Antenna

Mirage Vivohast

Designation	Normal
Level	31-40
Experience	282-400
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	39813-55734
Melee Attack	577-788
Melee Accuracy	182-210
Ranged Attack	525-717
Ranged Accuracy	173-200
Potential	525-717
Evasion	79-103

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Moving Vivohast Tail, Sharp Vivohast Jaw, Vivohast Crescent Hook, Pristine Insect Jaw, Sticky Mucus

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Mirror Blatta

Designation	Normal
Level	51-70
Experience	145-245
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	49346-67081
Melee Attack	592-898
Melee Accuracy	244-290
Ranged Attack	592-898
Ranged Accuracy	239-285
Potential	658-998
Evasion	161-210

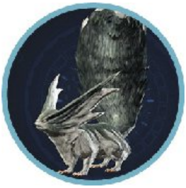
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

Mischievous Mephite



Designation	Normal
Level	11-20
Experience	24-59
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	8410-17899
Melee Attack	115-202
Melee Accuracy	125-143
Ranged Attack	135-236
Ranged Accuracy	120-138
Potential	128-225
Evasion	39-59

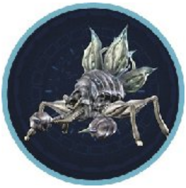
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Stinkbag, Green Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Mist Germivore



Designation	Normal
Level	31-40
Experience	86-122
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	332-454
Melee Accuracy	169-194
Ranged Attack	332-454
Ranged Accuracy	164-190
Potential	350-478
Evasion	96-126

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

MO037: Moore

Designation	Boss
Level	40
Experience	163
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	38907
Melee Attack	525
Melee Accuracy	205
Ranged Attack	525
Ranged Accuracy	200
Potential	573
Evasion	126

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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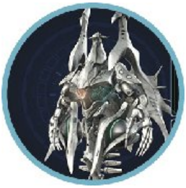
Molybdenum Xe-dom



Designation	Normal
Level	41-50
Experience	1534-2117
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	592123-716473
Melee Attack	1777-2304
Melee Accuracy	208-240
Ranged Attack	1777-2304
Ranged Accuracy	203-235
Potential	1777-2304
Evasion	82-105

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Xe-dom Silver Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Core

Monoceros Colt

Designation	Normal
Level	21-30
Experience	106-175
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	237-350
Melee Accuracy	148-179
Ranged Attack	244-359
Ranged Accuracy	143-174
Potential	250-369
Evasion	57-89

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Monoceros Hoof Hook, Gold Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

Moon Blatta

Designation	Normal
Level	51-60
Experience	145-187
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	592-738
Melee Accuracy	244-280
Ranged Attack	592-738
Ranged Accuracy	239-275
Potential	658-820
Evasion	161-199

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Moorehouse

Designation	Boss
Level	25-26
Experience	202-213
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	35859-41391
Melee Attack	414-432
Melee Accuracy	153-156
Ranged Attack	414-432
Ranged Accuracy	148-151
Potential	414-432
Evasion	63-66

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Mortal Simius

Designation	Normal
Level	41-50
Experience	417-576
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	84115-101779
Melee Attack	852-1104
Melee Accuracy	202-234
Ranged Attack	759-983
Ranged Accuracy	197-229
Potential	741-960
Evasion	118-150

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Golden Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

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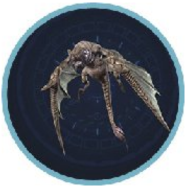
Mortal Vesper



Designation	Normal
Level	31-40
Experience	109-155
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	32202-45078
Melee Attack	423-578
Melee Accuracy	186-215
Ranged Attack	385-525
Ranged Accuracy	173-200
Potential	385-525
Evasion	96-126

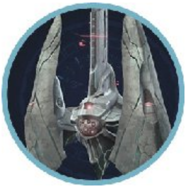
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Mortar Gunner Zig



Designation	Normal
Level	41-50
Experience	318-439
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	926-1200
Ranged Accuracy	263-305
Potential	0
Evasion	59-75

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Mortar Launcher Zig

Designation	Normal
Level	51-60
Experience	452-582
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1233-1537
Ranged Accuracy	310-357
Potential	0
Evasion	77-95

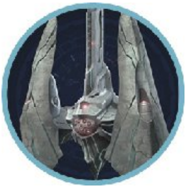
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Mortar Sniper Zig



Designation	Normal
Level	21-30
Experience	125-206
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	29082-49539
Melee Attack	0
Melee Accuracy	0
Ranged Attack	427-630
Ranged Accuracy	182-221
Potential	0
Evasion	27-42

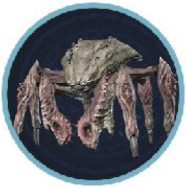
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Mother Forfex



Designation	Normal
Level	11-20
Experience	76-131
Location	Primordia
Time	0:00-0:00
Weather	Rain

Stats

HP	8871-18879
Melee Attack	193-338
Melee Accuracy	131-150
Ranged Attack	157-276
Ranged Accuracy	126-144
Potential	175-307
Evasion	31-47

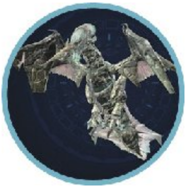
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Mountain Jacul



Designation	Normal
Level	51-60
Experience	509-655
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	87136-101969
Melee Attack	961-1198
Melee Accuracy	244-280
Ranged Attack	1011-1260
Ranged Accuracy	244-281
Potential	987-1230
Evasion	161-199

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Green Jacul Wing, Cracked Bill, Filthy Wing

Mountain Progen

Designation	Normal
Level	41-50
Experience	378-521
Location	Sylvalum
Time	0:00-0:00
Weather	All (Except Spores)

Stats

HP	80776-97740
Melee Attack	722-935
Melee Accuracy	208-240
Ranged Attack	703-912
Ranged Accuracy	208-240
Potential	741-960
Evasion	126-161

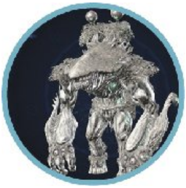
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Blue Progen Wing, Large Hoof, Snall Scale

Mountain Sylooth



Designation	Normal
Level	41-50
Experience	1022-1411
Location	Sylvalum
Time	0:00-0:00
Weather	All (Except Spores)

Stats

HP	452348-547344
Melee Attack	1284-1664
Melee Accuracy	197-228
Ranged Attack	1136-1472
Ranged Accuracy	182-211
Potential	988-1280
Evasion	59-75

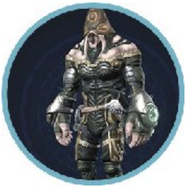
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Sylooth Tonic Water, White Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Mujiba Falgo



Designation	Normal
Level	17-20
Experience	50-62
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	15510-18678
Melee Attack	191-225
Melee Accuracy	143-150
Ranged Attack	165-194
Ranged Accuracy	125-131
Potential	174-205
Evasion	42-47

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Multi Knight Qmoeva

Designation	Normal
Level	21-30
Experience	172-283
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	27860-47458
Melee Attack	342-504
Melee Accuracy	145-175
Ranged Attack	342-504
Ranged Accuracy	140-170
Potential	342-504
Evasion	56-87

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Multi Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Multi Rook Qmoeva

Designation	Normal
Level	31-40
Experience	296-419
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	49491-69828
Melee Attack	525-717
Melee Accuracy	178-205
Ranged Attack	525-717
Ranged Accuracy	173-200
Potential	525-717
Evasion	90-117

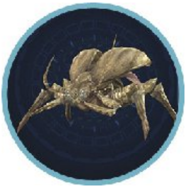
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Muruse, the Opulent



Designation	Tyrant
Level	56-60
Experience	1063-1191
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	121475-129871
Melee Attack	785-861
Melee Accuracy	277-294
Ranged Attack	785-861
Ranged Accuracy	271-288
Potential	785-861
Evasion	200-219

Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Gold Ingot, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

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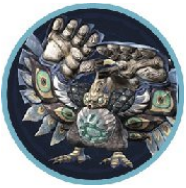
Mystic Saltat



Designation	Normal
Level	31-40
Experience	196-277
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

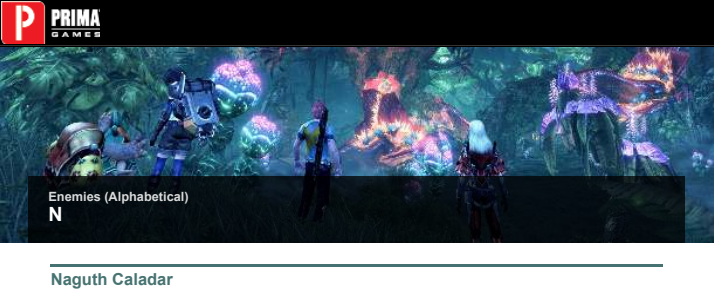
HP	43051-60266
Melee Attack	385-525
Melee Accuracy	182-210
Ranged Attack	385-525
Ranged Accuracy	177-205
Potential	385-525
Evasion	90-117

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

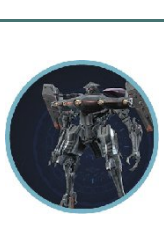
Saltat Horn, Demonic Jewel. Glossy Saltat Fan, Vibrant Plume, Filthy Wing



Enemies (Alphabetical)

N

Naguth Caladar



Designation	Boss
Level	41
Experience	497
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	67313
Melee Attack	518
Melee Accuracy	208
Ranged Attack	518
Ranged Accuracy	203
Potential	543
Evasion	118

Attribute Resistances

Physical	35
Beam	-10
Ether	35
Thermal	35
Electric	-10
Gravity	-10

Salvageable Materials

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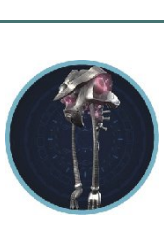
Na-mulk, the Rebellious



Designation	Tyrant
Level	47
Experience	534
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	165750
Melee Attack	681
Melee Accuracy	215
Ranged Attack	715
Ranged Accuracy	234
Potential	681
Evasion	159

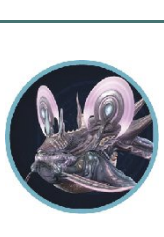
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Oc-serv Southern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Napopon Incarnate



Designation	Boss
Level	56
Experience	1462
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	1054092
Melee Attack	2917
Melee Accuracy	297
Ranged Attack	2692
Ranged Accuracy	297
Potential	2244
Evasion	156

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

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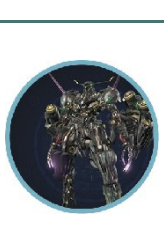
Nardacyon, the Shadowless



Designation	Tyrant
Level	96
Experience	4415
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	6147450
Melee Attack	5277
Melee Accuracy	658
Ranged Attack	5277
Ranged Accuracy	649
Potential	5277
Evasion	465

Attribute Resistances

Physical	75
Beam	25
Ether	75
Thermal	75
Electric	25
Gravity	25

Salvageable Materials

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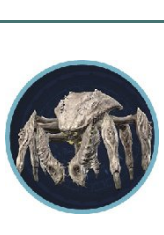
Native Forfex



Designation	Normal
Level	41-50
Experience	358-494
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	55520-67179
Melee Attack	815-1056
Melee Accuracy	218-252
Ranged Attack	666-864
Ranged Accuracy	213-246
Potential	741-960
Evasion	106-135

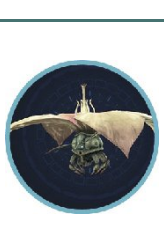
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, White Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Native Mortifole



Designation	Normal
Level	41-50
Experience	284-392
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	49812-60273
Melee Attack	516-668
Melee Accuracy	208-240
Ranged Attack	570-739
Ranged Accuracy	213-246
Potential	543-704
Evasion	118-150

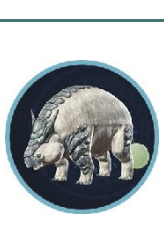
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Golden Mortifole Feather, Fluffy Tuft, Broken Antenna

Native Orvis



Designation	Normal
Level	41-50
Experience	213-294
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	56543-68418
Melee Attack	543-704
Melee Accuracy	202-234
Ranged Attack	489-633
Ranged Accuracy	197-229
Potential	543-704
Evasion	118-150

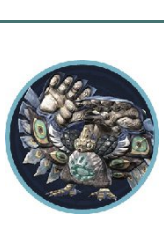
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Cimmerian Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Native Saltat



Designation	Normal
Level	21-30
Experience	114-188
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	250-369
Melee Accuracy	148-179
Ranged Attack	250-369
Ranged Accuracy	143-174
Potential	250-369
Evasion	56-87

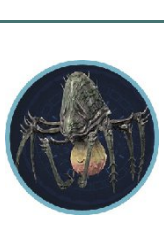
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Native Scirpo



Designation	Normal
Level	41-50
Experience	378-521
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	58859-71219
Melee Attack	722-935
Melee Accuracy	208-240
Ranged Attack	722-935
Ranged Accuracy	203-235
Potential	741-960
Evasion	118-150

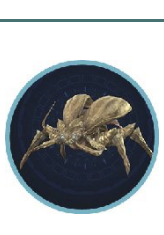
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Natt, the Inestimable



Designation	Tyrant
Level	41-45
Experience	650-760
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	89985-98381
Melee Attack	518-585
Melee Accuracy	218-231
Ranged Attack	518-585
Ranged Accuracy	213-225
Potential	518-585
Evasion	136-150

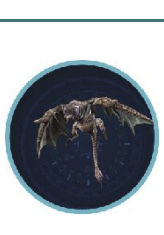
Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Golden Chalice, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Necro, the Cavelord



Designation	Tyrant
Level	69
Experience	564
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	187292
Melee Attack	1244
Melee Accuracy	318
Ranged Attack	1131
Ranged Accuracy	298
Potential	1131
Evasion	229

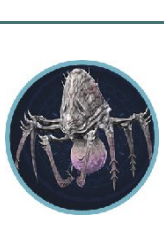
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	-20

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Nectar Scirpo



Designation	Normal
Level	21-30
Experience	149-245
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	21191-36097
Melee Attack	333-491
Melee Accuracy	145-175
Ranged Attack	333-491
Ranged Accuracy	140-170
Potential	342-504
Evasion	55-85

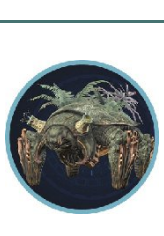
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Sulfuric Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Negator Tectinsula



Designation	Normal
Level	21-30
Experience	157-258
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	21191-36097
Melee Attack	410-604
Melee Accuracy	130-157
Ranged Attack	376-554
Ranged Accuracy	126-153
Potential	342-504
Evasion	55-85

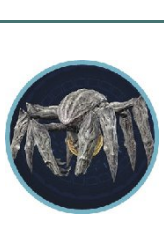
Attribute Resistances

Physical	45
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Orange Tequila, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

Neodymium Petramand



Designation	Normal
Level	31-40
Experience	255-362
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	551-752
Melee Accuracy	186-215
Ranged Attack	498-681
Ranged Accuracy	173-200
Potential	525-717
Evasion	83-109

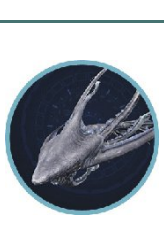
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Golden Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Nether Duoguill



Designation	Normal
Level	21-30
Experience	141-232
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	25405-43277
Melee Attack	333-491
Melee Accuracy	174-210
Ranged Attack	375-554
Ranged Accuracy	168-204
Potential	342-504
Evasion	57-89

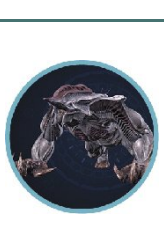
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Duoguill Broth, Blue Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

Nether Virago



Designation	Normal
Level	51-60
Experience	1333-1716
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	478188-559591
Melee Attack	1710-2132
Melee Accuracy	244-280
Ranged Attack	1283-1599
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	154-190

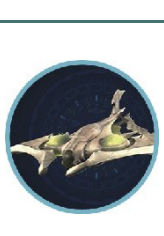
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Virago Blood Sweat, Purple Virago Alloy Plate, Ingrown Virago Claw, Warrior Race's Seal, Rough Skin

Nickel Fal-swo



Designation	Normal
Level	31-40
Experience	269-381
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	50559-70776
Melee Attack	590-806
Melee Accuracy	160-184
Ranged Attack	537-734
Ranged Accuracy	164-190
Potential	525-717
Evasion	96-126

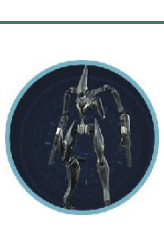
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, Ocher Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Night Combat Puge



Designation	Tyrant
Level	34
Experience	203
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	77917
Melee Attack	421
Melee Accuracy	206
Ranged Attack	421
Ranged Accuracy	200
Potential	411
Evasion	106

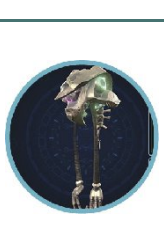
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Advanced Thruster, Energy Tube, Standard Crank

Niobium Oc-serv



Designation	Normal
Level	31-40
Experience	269-381
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	51661-72318
Melee Attack	524-715
Melee Accuracy	160-184
Ranged Attack	550-752
Ranged Accuracy	173-200
Potential	524-715
Evasion	96-126

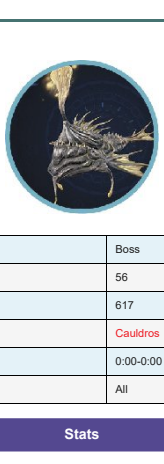
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Western Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Nipopon Incarnate



Designation	Boss
Level	56
Experience	617
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	99796
Melee Attack	1290
Melee Accuracy	250
Ranged Attack	1093
Ranged Accuracy	246
Potential	1122
Evasion	195

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

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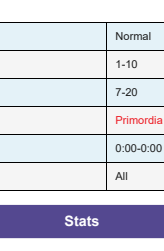
Nocto Blatta



Designation	Normal
Level	1-10
Experience	7-20
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1019-5813
Melee Attack	27-97
Melee Accuracy	105-123
Ranged Attack	27-97
Ranged Accuracy	100-118
Potential	31-108
Evasion	15-33

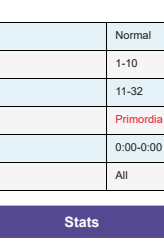
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Nocturnal Vesper



Designation	Normal
Level	1-10
Experience	11-32
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1282-7315
Melee Attack	37-130
Melee Accuracy	110-129
Ranged Attack	34-118
Ranged Accuracy	100-118
Potential	34-118
Evasion	16-36

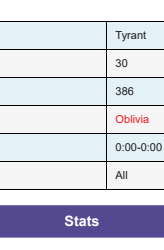
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

No-dhor, the Shadowcaster



Designation	Tyrant
Level	30
Experience	386
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	109084
Melee Attack	595
Melee Accuracy	165
Ranged Attack	541
Ranged Accuracy	169
Potential	529
Evasion	98

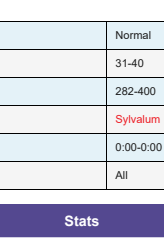
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Fal-swo Solar Crest, Ocher Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Nomad Lepyx



Designation	Normal
Level	31-40
Experience	282-400
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	58101-81335
Melee Attack	603-824
Melee Accuracy	195-225
Ranged Attack	551-752
Ranged Accuracy	190-220
Potential	525-717
Evasion	70-92

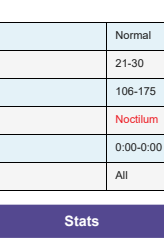
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lepyx Moonstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

Nomad Terebra



Designation	Normal
Level	21-30
Experience	106-175
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	22296-37979
Melee Attack	263-388
Melee Accuracy	145-175
Ranged Attack	225-332
Ranged Accuracy	140-170
Potential	250-369
Evasion	59-91

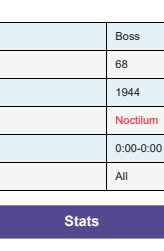
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Terebra Paw Stamp, Terebra Oil Grease, Sharp Ear, Perforated Oar, Taut Leather

Nopopon Incarnate



Designation	Boss
Level	68
Experience	1944
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	579295
Melee Attack	1875
Melee Accuracy	288
Ranged Attack	1972
Ranged Accuracy	283
Potential	1924
Evasion	207

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

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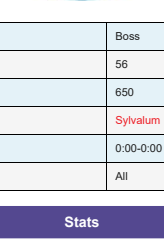
Nupopon Incarnate



Designation	Boss
Level	56
Experience	650
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	84036
Melee Attack	1290
Melee Accuracy	244
Ranged Attack	1234
Ranged Accuracy	239
Potential	1122
Evasion	174

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

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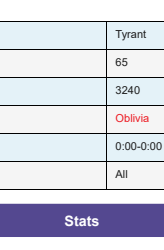
Nu-rhor, the Dark Diety



Designation	Tyrant
Level	65
Experience	3240
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

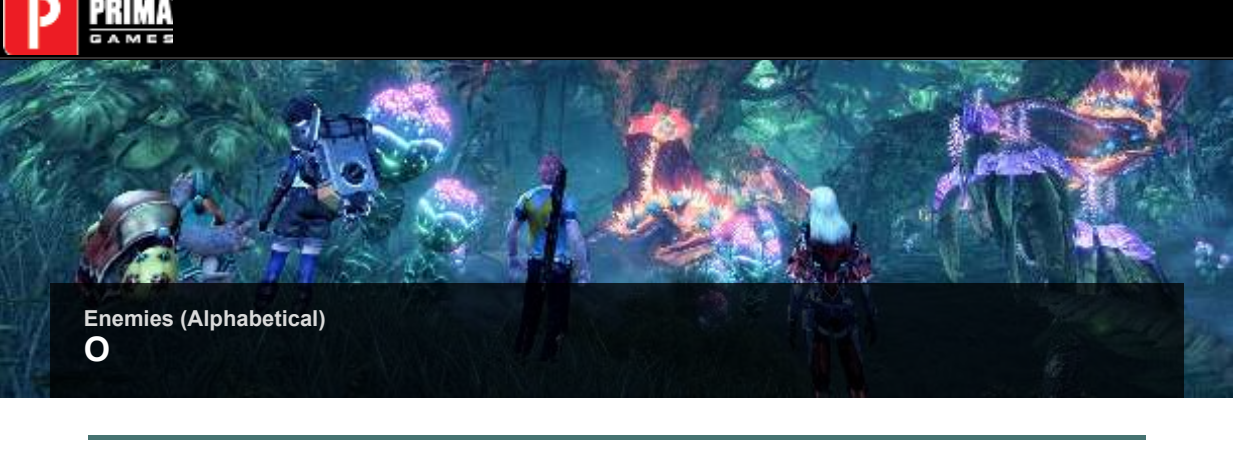
HP	1247459
Melee Attack	2288
Melee Accuracy	269
Ranged Attack	2288
Ranged Accuracy	294
Potential	2288
Evasion	163

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Xe-dom Jet-Black Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Core



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Ocean Balaena

Designation	Normal
Level	51-60
Experience	2000-2574
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	1604386-1877505
Melee Attack	3552-4428
Melee Accuracy	213-245
Ranged Attack	3849-4797
Ranged Accuracy	239-275
Potential	2961-3690
Evasion	154-190

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Developed Balaena Fat, Lucky Rainbow Whisker, Big Balaena Sand Bag, Giant Cavity, Tasty Fish Belly, Fatty Fish Belly

Ocean Forfex

Designation	Normal
Level	41-50
Experience	358-494
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	55520-67179
Melee Attack	815-1056
Melee Accuracy	218-252
Ranged Attack	666-864
Ranged Accuracy	213-246
Potential	741-960
Evasion	106-135

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Ocean Lophid

Designation	Normal
Level	41-50
Experience	809-1117
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	355416-430056
Melee Attack	1136-1472
Melee Accuracy	197-228
Ranged Attack	963-1248
Ranged Accuracy	192-223
Potential	988-1280
Evasion	132-168

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Large Lophid Liver, Blinding Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

Ocean Purgovent

Designation	Normal
Level	41-50
Experience	767-1058
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	355416-430056
Melee Attack	1111-1440
Melee Accuracy	202-234
Ranged Attack	963-1248
Ranged Accuracy	192-223
Potential	988-1280
Evasion	132-168

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Large Purgovent Liver, Strong Purgovent Extract, Smooth Tail Fin, Purgovent Jaw Meat, Quirky Liver, Smelly Fish Meat

Ocean Xiphias

Designation	Normal
Level	41-50
Experience	241-333
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	53851-65160
Melee Attack	489-633
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	187-217
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Xiphias Mine Egg, Sapphire Horn, Fresh Fish Meat, Rotten Meat

Oc-serv, the Ancient

Designation	Tyrant
Level	40
Experience	571
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	162718
Melee Attack	789
Melee Accuracy	193
Ranged Attack	789
Ranged Accuracy	210
Potential	752
Evasion	132

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	100

Salvageable Materials

Oc-serv Northern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Odsent

Designation	Boss
Level	30-33
Experience	147-166
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	41282-46675
Melee Attack	406-457
Melee Accuracy	170-179
Ranged Attack	332-374
Ranged Accuracy	161-170
Potential	369-415
Evasion	82-91

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

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Ogre Blatta

Designation	Normal
Level	21-30
Experience	40-66
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	205-302
Melee Accuracy	145-175
Ranged Attack	205-302
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Old Cervus

Designation	Normal
Level	51-60
Experience	1212-1560
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	438339-512958
Melee Attack	1283-1599
Melee Accuracy	244-280
Ranged Attack	1348-1681
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	161-199

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Purple Cervus Antlers, Large Hoof, Supple Leather

Olegario, the Iron-Helmed

Designation	Tyrant
Level	50
Experience	439
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	161271
Melee Attack	739
Melee Accuracy	245
Ranged Attack	664
Ranged Accuracy	234
Potential	739
Evasion	153

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Origin Blatta

Designation	Boss
Level	1
Experience	7
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1019
Melee Attack	27
Melee Accuracy	105
Ranged Attack	27
Ranged Accuracy	100
Potential	31
Evasion	15

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

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Origin Cantor

Designation	Normal
Level	51-60
Experience	594-764
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	103740-121400
Melee Attack	1085-1353
Melee Accuracy	237-273
Ranged Attack	1085-1353
Ranged Accuracy	233-268
Potential	987-1230
Evasion	150-185

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Hidden Cantor Hoard, Luminescent Tail, Silver Cantor Tooth, Muscled Cantor Bulge, Squishy Cartilage, Slimy Epithelium

Origin Mortifole

Designation	Normal
Level	1-10
Experience	12-34
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1078-6151
Melee Attack	32-112
Melee Accuracy	105-123
Ranged Attack	35-124
Ranged Accuracy	105-123
Potential	34-118
Evasion	15-33

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Slimy Mortifole Seed, Mortifole Feather, Fluffy Tuft, Broken Antenna

Orion Xern

Designation	Normal
Level	51-80
Experience	2452-5147
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	996225-1542735
Melee Attack	1974-3534
Melee Accuracy	244-350
Ranged Attack	2566-4594
Ranged Accuracy	298-431
Potential	2566-4594
Evasion	77-137

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Oskar, the Summer Squall

Designation	Tyrant
Level	11
Experience	270
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	112811
Melee Attack	283
Melee Accuracy	125
Ranged Attack	283
Ranged Accuracy	139
Potential	304
Evasion	36

Attribute Resistances

Physical	10
Beam	10
Ether	-15
Thermal	-40
Electric	10
Gravity	10

Salvageable Materials

Fine Aprica Wood, Aprica Back Moss, Evergreen Aprica Antlers, Slender Horn, Rough Skin

Ozuchi Caladar

Designation	Boss
Level	90
Experience	1834
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	180271
Melee Attack	2240
Melee Accuracy	378
Ranged Attack	2240
Ranged Accuracy	372
Potential	2342
Evasion	285

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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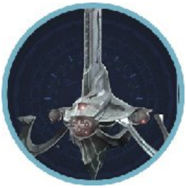
Palace Barrager Zig



Designation	Normal
Level	31-40
Experience	215-305
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	0
Melee Accuracy	0
Ranged Attack	656-896
Ranged Accuracy	224-260
Potential	0
Evasion	44-57

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Palace King Qmoeva

Designation	Normal
Level	51-60
Experience	622-801
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	95438-111685
Melee Attack	987-1230
Melee Accuracy	244-280
Ranged Attack	987-1230
Ranged Accuracy	239-275
Potential	987-1230
Evasion	157-194

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Palace Knight Qmoeva

Designation	Normal
Level	21-30
Experience	172-283
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	27860-47458
Melee Attack	342-504
Melee Accuracy	145-175
Ranged Attack	342-504
Ranged Accuracy	140-170
Potential	342-504
Evasion	56-87

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Palace Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

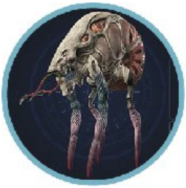
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Parasite Gerrid



Designation	Normal
Level	51-70
Experience	424-714
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	89633-121848
Melee Attack	795-1206
Melee Accuracy	268-319
Ranged Attack	723-1097
Ranged Accuracy	262-313
Potential	795-1206
Evasion	161-210

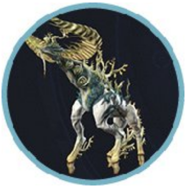
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Clear Gerrid Soup, Gerrid Shell, Gerrid Navel, Odorous Tentacle, Active Cells, Lead Carpace

Pastoral Cervus



Designation	Normal
Level	51-60
Experience	1212-1560
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	438339-512958
Melee Attack	1283-1599
Melee Accuracy	244-280
Ranged Attack	1348-1681
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	161-199

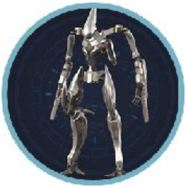
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Amber Cervus Antlers, Large Hoof, Supple Leather

Pawn Puge



Designation	Normal
Level	1-10
Experience	13-35
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1223-6979
Melee Attack	31-108
Melee Accuracy	110-129
Ranged Attack	31-108
Ranged Accuracy	105-123
Potential	31-108
Evasion	15-34

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

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Pawn Pugilith

Designation	Normal
Level	1-10
Experience	21-59
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1577-8997
Melee Attack	35-124
Melee Accuracy	99-116
Ranged Attack	37-130
Ranged Accuracy	100-118
Potential	34-118
Evasion	13-29

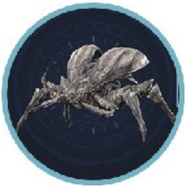
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Pebble Blatta



Designation	Normal
Level	1-10
Experience	7-20
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1019-5813
Melee Attack	27-97
Melee Accuracy	105-123
Ranged Attack	27-97
Ranged Accuracy	100-118
Potential	31-108
Evasion	15-33

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Pelicollo, the Panzer

Designation	Tyrant
Level	36
Experience	413
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	141280
Melee Attack	661
Melee Accuracy	197
Ranged Attack	693
Ranged Accuracy	197
Potential	661
Evasion	102

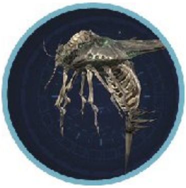
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Black Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

Penetrator Adsecula



Designation	Normal
Level	31-40
Experience	154-218
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	29274-40981
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	92-120

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

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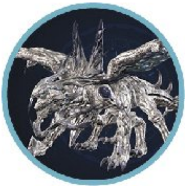
Pharsis, the Everqueen



Designation	Tyrant
Level	97
Experience	9623
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	9936560
Melee Attack	7420
Melee Accuracy	513
Ranged Attack	7420
Ranged Accuracy	506
Potential	7420
Evasion	313

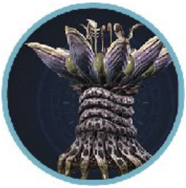
Attribute Resistances

Physical	50
Beam	50
Ether	50
Thermal	50
Electric	50
Gravity	50

Salvageable Materials

Yggralith Recovery Horn, White Yggralith Scale, White Yggralith Nut

Phosphorous Filiavent



Designation	Normal
Level	51-60
Experience	1212-1560
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	577810-676172
Melee Attack	1314-1638
Melee Accuracy	244-280
Ranged Attack	1741-2170
Ranged Accuracy	262-302
Potential	1314-1638
Evasion	154-190

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Filiavent Intestine, Giant Protein, Black Filiavent Tentacle, Quality Skin, Mollusk Mucus

Photon Adsecula

Designation	Normal
Level	51-60
Experience	194-250
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	47984-56152
Melee Attack	687-856
Melee Accuracy	244-280
Ranged Attack	687-856
Ranged Accuracy	239-275
Potential	723-902
Evasion	161-199

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

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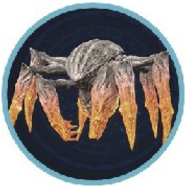
Piernus, the Scorcher



Designation	Tyrant
Level	57
Experience	3051
Location	Cauldros
Time	5:00-19:00
Weather	All

Stats

HP	1454800
Melee Attack	2532
Melee Accuracy	295
Ranged Attack	2290
Ranged Accuracy	276
Potential	2412
Evasion	177

Attribute Resistances

Physical	40
Beam	-20
Ether	-20
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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Pike Insidia

Designation	Normal
Level	21-30
Experience	95-156
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	22296-37979
Melee Attack	263-388
Melee Accuracy	148-179
Ranged Attack	244-360
Ranged Accuracy	140-170
Potential	250-369
Evasion	50-78

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Evolved Insidia Claw, Insidia Mohawk, Bone-In Thigh Meat, Chipped Talon, Stiff Hair

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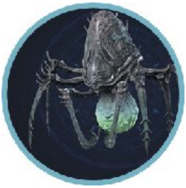
Pillager Scirpo



Designation	Normal
Level	11-20
Experience	57-99
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7524-16012
Melee Attack	125-219
Melee Accuracy	125-143
Ranged Attack	125-219
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-53

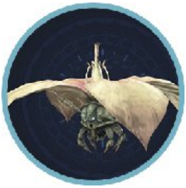
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Pit Mortifole



Designation	Normal
Level	21-30
Experience	67-110
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	15243-25966
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	263-388
Ranged Accuracy	147-178
Potential	250-369
Evasion	55-85

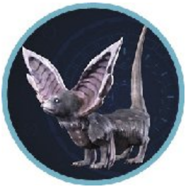
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Golden Mortifole Feather, Fluffy Tuft, Broken Antenna

Pit Terebra



Designation	Normal
Level	11-20
Experience	57-99
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	9895-21058
Melee Attack	135-236
Melee Accuracy	125-143
Ranged Attack	115-202
Ranged Accuracy	120-138
Potential	128-225
Evasion	37-56

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Terebra Paw Stamp, Terebra Water Grease, Sharp Ear, Perforated Oar, Taut Leather

Pizelle, the Purple Lightning

Designation	Tyrant
Level	40
Experience	598
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	125402
Melee Attack	790
Melee Accuracy	215
Ranged Attack	790
Ranged Accuracy	215
Potential	752
Evasion	108

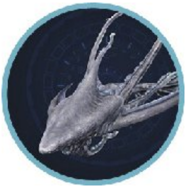
Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Moving Thallus Tail, Black Thallus Antenna, Thallus Crescent Hook, Insect Jaw, Sticky Mucus

Placid Duoguill



Designation	Normal
Level	11-20
Experience	76-131
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	11275-23995
Melee Attack	171-299
Melee Accuracy	150-171
Ranged Attack	192-338
Ranged Accuracy	144-165
Potential	175-307
Evasion	36-55

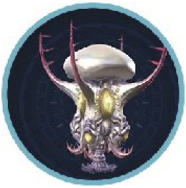
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Duoguill Broth, Blue Electric Tentacle, Fine Duoguill Fishmeat, Pristine Spicule, Small Dorsal Fin

Planetes, the Torrential



Designation	Tyrant
Level	50
Experience	615
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	183262
Melee Attack	905
Melee Accuracy	258
Ranged Attack	905
Ranged Accuracy	252
Potential	1007
Evasion	169

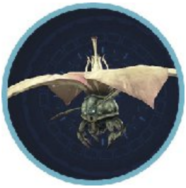
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Plant Mortifole



Designation	Normal
Level	1-10
Experience	12-34
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1078-6151
Melee Attack	32-112
Melee Accuracy	105-123
Ranged Attack	35-124
Ranged Accuracy	105-123
Potential	34-118
Evasion	15-33

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Golden Mortifole Feather, Fluffy Tuft, Broken Antenna

Plasma Duoguill

Designation	Normal
Level	51-60
Experience	1091-1404
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	418484-489642
Melee Attack	1283-1599
Melee Accuracy	292-336
Ranged Attack	1447-1804
Ranged Accuracy	286-330
Potential	1316-1640
Evasion	161-199

Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Duoguill Broth, Black Eletrical Tentacle, Fine Duoguill Fishmeat, Pristine Spicule, Small Dorsal Fin

Platinum Blatta

Designation	Normal
Level	31-40
Experience	69-98
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	315-430
Melee Accuracy	178-205
Ranged Attack	315-430
Ranged Accuracy	173-200
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Poisonous Caecus

Designation	Normal
Level	31-40
Experience	163-231
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	385-525
Melee Accuracy	173-199
Ranged Attack	404-552
Ranged Accuracy	173-200
Potential	385-525
Evasion	83-109

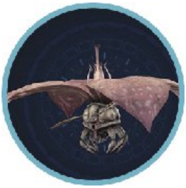
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

White Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

Poisonous Mortifole



Designation	Normal
Level	21-30
Experience	112-184
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	17933-30549
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	275-406
Ranged Accuracy	154-187
Potential	250-369
Evasion	49-76

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Red Mortifole Feather, Fluffy Tuft, Broken Antenna

Polaris, the Firmamental

Designation	Tyrant
Level	63
Experience	4021
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	4429354
Melee Attack	5355
Melee Accuracy	334
Ranged Attack	4944
Ranged Accuracy	335
Potential	4119
Evasion	182

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Ceto Roe, Unlucky Black Whisker, Pink Ceto Membrane, Large Saw Tooth, Tasty Fish Belly, Fatty Fish Belly

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Pollen Lepyx

Designation	Normal
Level	21-30
Experience	165-270
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	32707-55714
Melee Attack	393-579
Melee Accuracy	159-192
Ranged Attack	359-529
Ranged Accuracy	154-187
Potential	342-504
Evasion	44-68

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lepyx Moonstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

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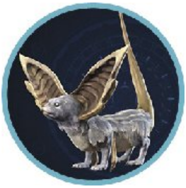
Pond Terebra



Designation	Normal
Level	11-20
Experience	57-99
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	9895-21058
Melee Attack	135-236
Melee Accuracy	125-143
Ranged Attack	115-202
Ranged Accuracy	120-138
Potential	128-225
Evasion	37-56

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Terebra Paw Stamp, Terebra Oil Grease, Sharp Ear, Perforated Oar, Taut Leather

Poppy, the Pyromaniac

Designation	Tyrant
Level	36
Experience	260
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	94187
Melee Attack	436
Melee Accuracy	207
Ranged Attack	485
Ranged Accuracy	207
Potential	485
Evasion	108

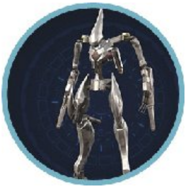
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Visigel Poison Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

Porter Puge



Designation	Normal
Level	11-20
Experience	38-66
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	7675-16334
Melee Attack	117-205
Melee Accuracy	131-150
Ranged Attack	117-205
Ranged Accuracy	126-144
Potential	117-205
Evasion	36-55

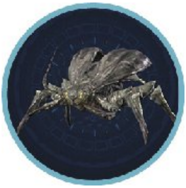
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechcanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Prairie Blatta



Designation	Normal
Level	41-50
Experience	102-141
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	40011-48413
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

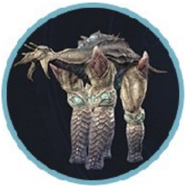
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

Prairie Lepyx



Designation	Normal
Level	11-20
Experience	88-153
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	14516-30892
Melee Attack	201-253
Melee Accuracy	137-157
Ranged Attack	184-322
Ranged Accuracy	132-151
Potential	175-307
Evasion	28-42

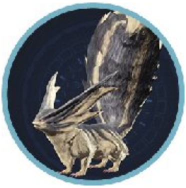
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lepyx Sunstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

Prankster Mephite



Designation	Normal
Level	41-50
Experience	270-372
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	61928-74934
Melee Attack	489-633
Melee Accuracy	208-240
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	132-168

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Stinkbag, Golden Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Praseodymium Petramand

Designation	Normal
Level	21-30
Experience	64-105
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	14409-24545
Melee Attack	239-352
Melee Accuracy	152-183
Ranged Attack	215-318
Ranged Accuracy	140-170
Potential	227-335
Evasion	52-80

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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Primal Aprica

Designation	Normal
Level	41-50
Experience	852-1176
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	371571-449604
Melee Attack	1136-1472
Melee Accuracy	197-228
Ranged Attack	1136-1472
Ranged Accuracy	223-258
Potential	988-1280
Evasion	82-105

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Fine Aprica Wood, Aprica Back Moss, Redwood Aprica Antlers, Slender Horn, Rough Skin

Prinsipe, the Ravenous

Designation	Tyrant
Level	44
Experience	173
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	96284
Melee Attack	512
Melee Accuracy	227
Ranged Attack	512
Ranged Accuracy	222
Potential	569
Evasion	133

Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

Prisoner Caro

Designation	Normal
Level	41-50
Experience	298-412
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	64621-78192
Melee Attack	583-756
Melee Accuracy	213-246
Ranged Attack	489-633
Ranged Accuracy	187-217
Potential	543-704
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Silver Caro Plate, Slimy Tongue, Taut Leather

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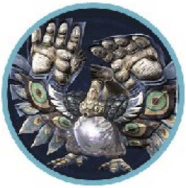
Prisoner Saltat



Designation	Normal
Level	11-20
Experience	64-110
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	12907-27468
Melee Attack	141-248
Melee Accuracy	137-157
Ranged Attack	141-248
Ranged Accuracy	132-151
Potential	128-225
Evasion	38-58

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Prog Ares

Designation	Boss
Level	45
Experience	2440
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	529884
Melee Attack	627
Melee Accuracy	220
Ranged Attack	627
Ranged Accuracy	215
Potential	627
Evasion	130

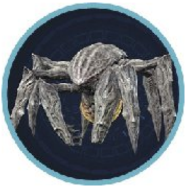
Attribute Resistances

Physical	40
Beam	-10
Ether	50
Thermal	30
Electric	-10
Gravity	-20

Salvageable Materials

Advanced Lens, Advanced Jet, Quality Core

Prometheus Petramand



Designation	Normal
Level	31-40
Experience	255-362
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	551-752
Melee Accuracy	186-215
Ranged Attack	498-681
Ranged Accuracy	173-200
Potential	525-717
Evasion	83-109

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Golden Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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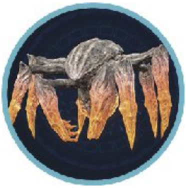
Promethium Petramand



Designation	Normal
Level	51-60
Experience	537-692
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	72591-84949
Melee Attack	1036-1291
Melee Accuracy	256-294
Ranged Attack	937-1168
Ranged Accuracy	239-275
Potential	987-1230
Evasion	146-180

Attribute Resistances

Physical	35
Beam	-25
Ether	-25
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Prone Admiral

Designation	Normal
Level	51-60
Experience	267-343
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	67743-79275
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	227-261
Potential	658-820
Evasion	138-171

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Barbarian

Designation	Normal
Level	11-20
Experience	36-62
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	8777-18678
Melee Attack	128-225
Melee Accuracy	131-150
Ranged Attack	111-194
Ranged Accuracy	114-131
Potential	117-205
Evasion	31-47

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Berserker

Designation	Normal
Level	41-50
Experience	170-235
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Bully

Designation	Normal
Level	41-50
Experience	170-235
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Butcher

Designation	Normal
Level	31-40
Experience	115-163
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	35129-49177
Melee Attack	385-525
Melee Accuracy	186-215
Ranged Attack	332-454
Ranged Accuracy	164-190
Potential	350-478
Evasion	79-103

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Commander

Designation	Normal
Level	51-60
Experience	242-312
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	67743-79575
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	227-261
Potential	658-820
Evasion	138-171

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Condemned

Designation	Normal
Level	11-20
Experience	36-62
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	8777-18678
Melee Attack	128-225
Melee Accuracy	131-150
Ranged Attack	111-194
Ranged Accuracy	114-131
Potential	117-205
Evasion	31-47

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Eagle

Designation	Normal
Level	41-50
Experience	170-235
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

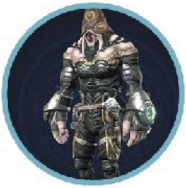
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, File Black Belt, Broken Buckle

Prone Eater



Designation	Normal
Level	41-50
Experience	170-235
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Fury

Designation	Normal
Level	41-50
Experience	187-259
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Hawk

Designation	Normal
Level	31-40
Experience	115-163
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	35129-49177
Melee Attack	385-525
Melee Accuracy	186-215
Ranged Attack	332-354
Ranged Accuracy	164-190
Potential	350-478
Evasion	79-103

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Judge

Designation	Normal
Level	41-50
Experience	170-235
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Major

Designation	Normal
Level	1-10
Experience	12-34
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1399-7980
Melee Attack	34-118
Melee Accuracy	110-129
Ranged Attack	29-102
Ranged Accuracy	95-112
Potential	31-108
Evasion	13-29

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Owl

Designation	Normal
Level	21-30
Experience	67-110
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	19775-33686
Melee Attack	250-369
Melee Accuracy	152-183
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	49-76

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Purger

Designation	Normal
Level	21-30
Experience	67-110
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	19775-33686
Melee Attack	250-369
Melee Accuracy	153-183
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	49-76

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Rampager

Designation	Normal
Level	21-30
Experience	67-110
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	19775-33686
Melee Attack	250-369
Melee Accuracy	152-183
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	49-76

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Savage

Designation	Normal
Level	41-50
Experience	170-235
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Slayer

Designation	Normal
Level	21-30
Experience	67-110
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	19775-33686
Melee Attack	250-369
Melee Accuracy	152-183
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	49-76

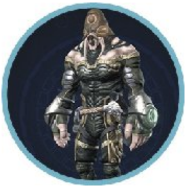
Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Soldier



Designation	Normal
Level	51-60
Experience	242-312
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	67743-79275
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	227-261
Potential	658-820
Evasion	138-171

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Sorcerer

Designation	Normal
Level	51-60
Experience	267-343
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	67743-79275
Melee Attack	723-902
Melee Accuracy	256-294
Ranged Attack	625-779
Ranged Accuracy	227-261
Potential	658-820
Evasion	138-171

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Trainer

Designation	Normal
Level	41-50
Experience	162-223
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	54928-66463
Melee Attack	543-704
Melee Accuracy	218-252
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	106-135

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Typhoon

Designation	Normal
Level	1-10
Experience	12-34
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1399-7980
Melee Attack	34-118
Melee Accuracy	110-129
Ranged Attack	29-102
Ranged Accuracy	95-112
Potential	31-108
Evasion	13-29

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Alpha

Designation	Normal
Level	51-60
Experience	242-312
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	59242-69327
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	690-861
Ranged Accuracy	250-288
Potential	789-984
Evasion	146-180

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Buckle, Broken Buckle

Prone Vix Beta

Designation	Normal
Level	51-60
Experience	230-296
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	59242-69327
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	690-861
Ranged Accuracy	250-288
Potential	789-984
Evasion	146-180

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Brutalizer

Designation	Normal
Level	41-50
Experience	187-259
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	48035-58122
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	518-672
Ranged Accuracy	213-246
Potential	592-678
Evasion	112-142

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Crow

Designation	Normal
Level	21-30
Experience	67-110
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	228-336
Melee Accuracy	145-175
Ranged Attack	239-352
Ranged Accuracy	147-178
Potential	273-403
Evasion	52-80

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Delta

Designation	Normal
Level	51-60
Experience	255-328
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	59242-69327
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	690-861
Ranged Accuracy	250-288
Potential	789-984
Evasion	146-180

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Griffin

Designation	Normal
Level	41-50
Experience	170-235
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	48035-58122
Melee Attack	494-640
Melee Accuracy	208-240
Ranged Attack	518-672
Ranged Accuracy	213-246
Potential	592-678
Evasion	112-142

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Guard

Designation	Normal
Level	11-20
Experience	34-59
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	7675-16334
Melee Attack	117-205
Melee Accuracy	125-143
Ranged Attack	122-215
Ranged Accuracy	126-144
Potential	140-246
Evasion	33-50

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Hawk

Designation	Normal
Level	31-40
Experience	115-163
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	367-501
Ranged Accuracy	181-210
Potential	420-573
Evasion	83-109

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Owl

Designation	Normal
Level	21-30
Experience	67-110
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	228-336
Melee Accuracy	145-175
Ranged Attack	239-352
Ranged Accuracy	147-178
Potential	273-403
Evasion	52-80

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Prisoner

Designation	Normal
Level	21-30
Experience	64-105
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	228-336
Melee Accuracy	145-175
Ranged Attack	239-352
Ranged Accuracy	147-178
Potential	273-403
Evasion	52-80

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vix Vulture

Designation	Normal
Level	31-40
Experience	115-163
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	350-478
Melee Accuracy	178-205
Ranged Attack	367-501
Ranged Accuracy	181-210
Potential	420-573
Evasion	83-109

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Vulture

Designation	Normal
Level	31-40
Experience	115-163
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	35129-49177
Melee Attack	385-525
Melee Accuracy	186-215
Ranged Attack	332-454
Ranged Accuracy	164-190
Potential	350-478
Evasion	79-103

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prone Warrior

Designation	Normal
Level	11-20
Experience	36-62
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	8777-18678
Melee Attack	128-225
Melee Accuracy	131-150
Ranged Attack	111-194
Ranged Accuracy	114-131
Potential	117-205
Evasion	31-47

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Prototype Puge

Designation	Tyrant
Level	49
Experience	357
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	128251
Melee Attack	653
Melee Accuracy	260
Ranged Attack	653
Ranged Accuracy	254
Potential	653
Evasion	160

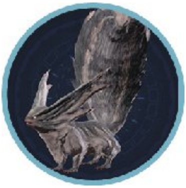
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Prowler Mephite



Designation	Normal
Level	11-20
Experience	57-99
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	9895-21058
Melee Attack	115-202
Melee Accuracy	125-143
Ranged Attack	135-236
Ranged Accuracy	120-138
Potential	128-225
Evasion	39-59

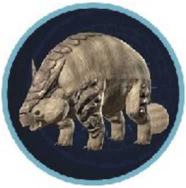
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Stinkbag, Black Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Prowler Ovis



Designation	Normal
Level	11-20
Experience	45-78
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	9035-19227
Melee Attack	128-225
Melee Accuracy	121-139
Ranged Attack	115-202
Ranged Accuracy	117-134
Potential	128-225
Evasion	35-53

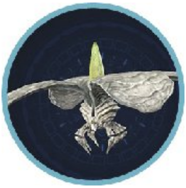
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Hard Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Puddle Sacrifole



Designation	Normal
Level	31-40
Experience	192-272
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	30135-42186
Melee Attack	385-525
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	173-200
Potential	385-525
Evasion	90-117

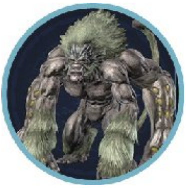
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

Punisher Simius



Designation	Normal
Level	51-60
Experience	1273-1638
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	497592-582720
Melee Attack	1512-1884
Melee Accuracy	237-273
Ranged Attack	1347-1679
Ranged Accuracy	233-268
Potential	1315-1639
Evasion	154-190

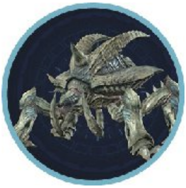
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Pure Cinicula



Designation	Normal
Level	21-30
Experience	157-258
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	24801-42246
Melee Attack	410-604
Melee Accuracy	137-166
Ranged Attack	410-604
Ranged Accuracy	133-161
Potential	342-504
Evasion	35-55

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Melon Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Purger Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Pursuit Satellis Alpha

Designation	Boss
Level	47
Experience	0
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	30694
Melee Attack	590
Melee Accuracy	228
Ranged Attack	590
Ranged Accuracy	223
Potential	590
Evasion	138

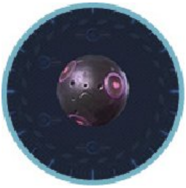
Attribute Resistances

Physical	15
Beam	-15
Ether	15
Thermal	15
Electric	-15
Gravity	-25

Salvageable Materials

—

Pursuit Satellis Beta



Designation	Boss
Level	47
Experience	0
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	122778
Melee Attack	590
Melee Accuracy	228
Ranged Attack	590
Ranged Accuracy	223
Potential	590
Evasion	138

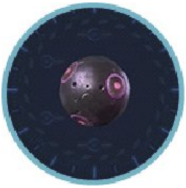
Attribute Resistances

Physical	15
Beam	-15
Ether	15
Thermal	15
Electric	-15
Gravity	-25

Salvageable Materials

—

Pursuit Satellis Gamma



Designation	Boss
Level	47
Experience	0
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	46041
Melee Attack	590
Melee Accuracy	228
Ranged Attack	590
Ranged Accuracy	223
Potential	590
Evasion	138

Attribute Resistances

Physical	15
Beam	-15
Ether	15
Thermal	15
Electric	-15
Gravity	-25

Salvageable Materials

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Putrid Falsaxum

Designation	Normal
Level	31-40
Experience	576-816
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	211812-296509
Melee Attack	875-1195
Melee Accuracy	173-199
Ranged Attack	805-1099
Ranged Accuracy	168-195
Potential	700-956
Evasion	52-69

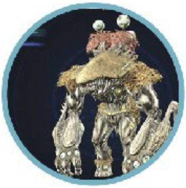
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Gremlin Stone, Thick Falsaxum Horn, Giant Falsaxum Jaw, Falsaxum Shell, Refined Horn, Lead Carapace

Pyotr, the Shepherd



Designation	Tyrant
Level	74
Experience	6696
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1981515
Melee Attack	2782
Melee Accuracy	279
Ranged Attack	2461
Ranged Accuracy	260
Potential	2140
Evasion	102

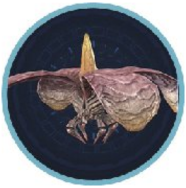
Attribute Resistances

Physical	30
Beam	-10
Ether	50
Thermal	30
Electric	30
Gravity	30

Salvageable Materials

Sylooth Tonic Water, Gold Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Pyro Sacrifole



Designation	Normal
Level	31-40
Experience	115-163
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

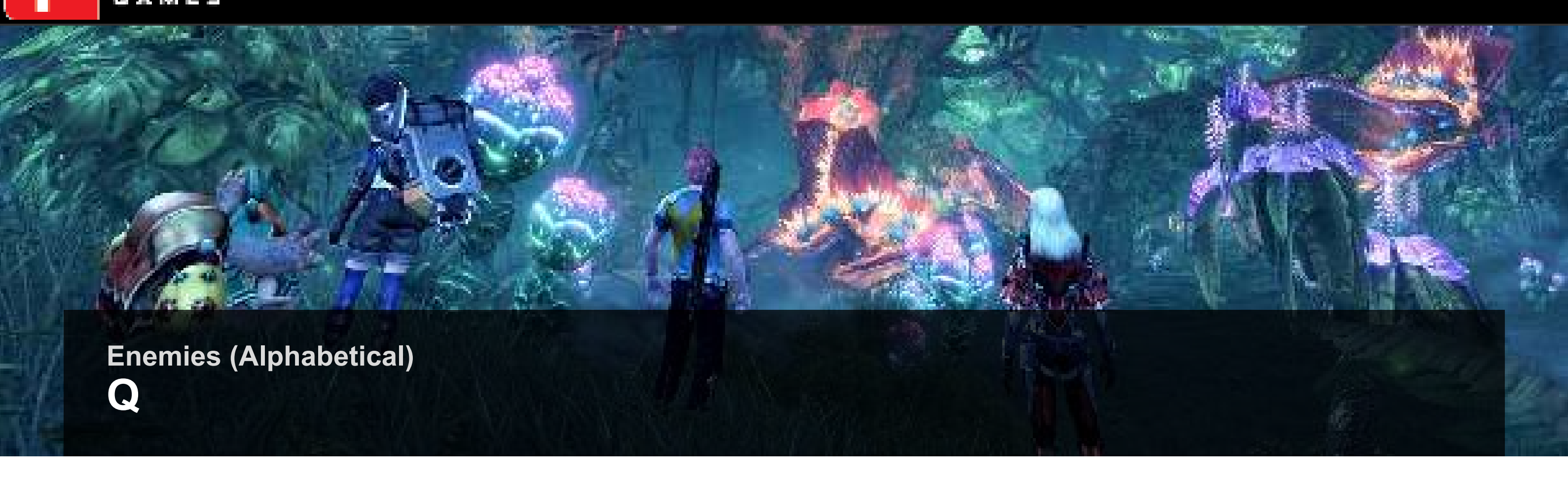
HP	25614-35858
Melee Attack	385-525
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	173-200
Potential	385-525
Evasion	90-117

Attribute Resistances

Physical	40
Beam	-25
Ether	-25
Thermal	0
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed,, Spicy Sacrifole Pollen, Crimson Sacrifole Feather, Shimmering Silk, Scratched Jewel



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Queen Chimera

Designation	Boss
Level	50
Experience	490
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	114030
Melee Attack	576
Melee Accuracy	240
Ranged Attack	576
Ranged Accuracy	235
Potential	576
Evasion	150

Attribute Resistances

Physical	20
Beam	5
Ether	20
Thermal	5
Electric	20
Gravity	20

Salvageable Materials

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Quick Aetrygon

Designation	Normal
Level	11-20
Experience	48-83
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	8174-17396
Melee Attack	128-225
Melee Accuracy	115-132
Ranged Attack	115-202
Ranged Accuracy	120-138
Potential	128-225

Evasion > 38-58

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Light-Speed Jet Fin, Beryl Aetrygon Horn, Fresh Fish Meat, Rotten Meat

Quick Evello

Designation	Normal
Level	11-20
Experience	51-88
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	9465-20143
Melee Attack	128-225
Melee Accuracy	125-143
Ranged Attack	122-214
Ranged Accuracy	117-134
Potential	135-236
Evasion	35-53

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Meaty Evello Egg, Robust Evello Horn, Bone-in Thigh Meat, Chipped Talon, Worn Muscle Fiber

Quick Shrad

Designation	Normal
Level	31-40
Experience	154-218
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	34441-48213
Melee Attack	385-525
Melee Accuracy	222-256
Ranged Attack	385-525
Ranged Accuracy	216-250
Potential	385-525
Evasion	96-126

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Standard Blade Module, Multi-wire, Reinforced Crank

Quiet Murra

Designation	Normal
Level	31-40
Experience	182-258
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	37885-53034
Melee Attack	385-525
Melee Accuracy	178-205
Ranged Attack	423-578
Ranged Accuracy	177-205
Potential	385-525
Evasion	96-129

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Multicolor Murra Wing, Brilliant Murra Liquid, Black Fog Deposits, Supple Leather

Radovan, the Sky Baron

Designation	Tyrant
Level	37
Experience	454
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	128152
Melee Attack	666
Melee Accuracy	205
Ranged Attack	700
Ranged Accuracy	205
Potential	683
Evasion	116

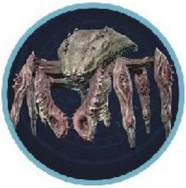
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	-20

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Green Jacul Wing, Cracked Bill, Filthy Wing

Raging Forfex



Designation	Normal
Level	51-60
Experience	509-655
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	68473-80130
Melee Attack	1085-1353
Melee Accuracy	256-294
Ranged Attack	888-1107
Ranged Accuracy	250-288
Potential	987-1230
Evasion	138-171

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

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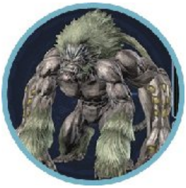
Raging Simius



Designation	Normal
Level	11-20
Experience	88-153
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	13441-28603
Melee Attack	201-353
Melee Accuracy	121-139
Ranged Attack	179-315
Ranged Accuracy	117-134
Potential	175-307
Evasion	35-53

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Raider Pugilith

Designation	Tyrant
Level	22
Experience	264
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	66246
Melee Attack	395
Melee Accuracy	146
Ranged Attack	414
Ranged Accuracy	149
Potential	377
Evasion	53

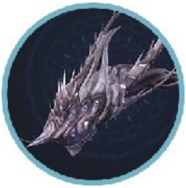
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank Dual Boards, Stripped Plating

Rain Scintimure



Designation	Normal
Level	31-40
Experience	547-775
Location	Cauldros
Time	0:00-0:00
Weather	Electromagnetic Storms

Stats

HP	216978-303741
Melee Attack	682-932
Melee Accuracy	213-246
Ranged Attack	752-1027
Ranged Accuracy	207-240
Potential	700-956
Evasion	94-123

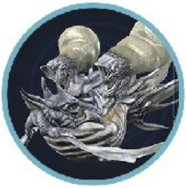
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Rich Scintimure Meat, Purple Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Rajidi, the Cumuliform



Designation	Tyrant
Level	52
Experience	2059
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	2207733
Melee Attack	2555
Melee Accuracy	227
Ranged Attack	2768
Ranged Accuracy	255
Potential	2129
Evasion	165

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Developed Balaena Fat, Lucky Rainbow Whisker, Big Balaena Sand Bag, Giant Cavity, Tasty Fish Belly, Fatty Fish Belly

Ramus, the Supersonic

Designation	Tyrant
Level	41
Experience	477
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	143848
Melee Attack	776
Melee Accuracy	201
Ranged Attack	699
Ranged Accuracy	213
Potential	776
Evasion	136

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Light-Speed Jet Fin, Amber Aetrygon Horn, Fresh Fish Meat, Rotten Meat

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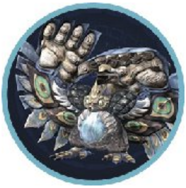
Rapture Saltat



Designation	Normal
Level	41-50
Experience	295-408
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	72698-87966
Melee Attack	570-739
Melee Accuracy	218-252
Ranged Attack	570-739
Ranged Accuracy	213-246
Potential	543-704
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Raven Blatta

Designation	Normal
Level	31-40
Experience	69-98
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	332-454
Melee Accuracy	178-205
Ranged Attack	332-454
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

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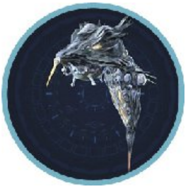
Raven Turba



Designation	Normal
Level	31-40
Experience	92-131
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	24882-34833
Melee Attack	385-525
Melee Accuracy	182-210
Ranged Attack	365-499
Ranged Accuracy	173-200
Potential	385-525
Evasion	89-117

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Black Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Razer Visigel

Designation	Normal
Level	51-60
Experience	303-390
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	651-811
Melee Accuracy	250-287
Ranged Attack	723-902
Ranged Accuracy	250-288
Potential	723-902
Evasion	154-190

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Visigel Poison Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

Reaver Auravis

Designation	Normal
Level	31-40
Experience	242-343
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	45186-63255
Melee Attack	537-734
Melee Accuracy	182-210
Ranged Attack	511-698
Ranged Accuracy	173-200
Potential	525-717
Evasion	92-120

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Unfertilized Auravis Egg, Auravis Laughing Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Rebel Emperor Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	778-1008
Melee Accuracy	208-240
Ranged Attack	778-1008
Ranged Accuracy	203-235
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Rebel Kaizer Qmoeva

Designation	Normal
Level	51-60
Experience	622-801
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	95438-111685
Melee Attack	1036-1291
Melee Accuracy	244-280
Ranged Attack	1036-1291
Ranged Accuracy	239-275
Potential	987-1230
Evasion	161-199

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Rebel Oc-serv

Designation	Normal
Level	31-40
Experience	192-272
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	385-525
Melee Accuracy	160-184
Ranged Attack	404-552
Ranged Accuracy	173-200
Potential	385-525
Evasion	96-126

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Western Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Rebel Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Qualit Crank

Recluse Adsecula

Designation	Normal
Level	21-30
Experience	90-147
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	16479-28072
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	238-351
Ranged Accuracy	140-170
Potential	250-369
Evasion	57-89

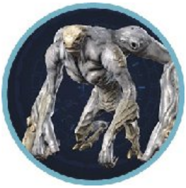
Attribute Resistances

Physical	30
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Oil Drop, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Recluse Cantor



Designation	Normal
Level	51-60
Experience	1273-1638
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	497952-582720
Melee Attack	1446-1803
Melee Accuracy	237-273
Ranged Attack	1446-1803
Ranged Accuracy	233-268
Potential	1315-1639
Evasion	150-185

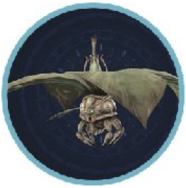
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Hidden Cantor Hoard, Luminescent Tail, Golden Cantor Tooth, Muscled Cantor Bulge, Squishy Cartilage, Slimy Epithelium

Recluse Mortifole



Designation	Normal
Level	21-30
Experience	67-110
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	15243-25966
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	263-388
Ranged Accuracy	147-178
Potential	250-369
Evasion	55-85

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Slimy Mortifole Seed, Mortifole Pollen, Green Mortifole Feather, Fluffy Tuft, Broken Antenna

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Recluse Thallus

Designation	Normal
Level	21-30
Experience	165-270
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	22412-38178
Melee Attack	359-529
Melee Accuracy	145-175
Ranged Attack	359-529
Ranged Accuracy	143-174
Potential	342-504
Evasion	49-76

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Moving Thallus Tail, Red Thallus, Antenna, Thallus Crescent Hook, Insect Jaw, Sticky Mucus

Red Master Galdr

Designation	Normal
Level	51-70
Experience	679-1142
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	103740-141025
Melee Attack	1011-1533
Melee Accuracy	268-319
Ranged Attack	1110-1683
Ranged Accuracy	262-313
Potential	987-1497
Evasion	138-180

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Reject Oc-serv

Designation	Normal
Level	51-60
Experience	404-520
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	79698-93265
Melee Attack	723-902
Melee Accuracy	219-252
Ranged Attack	759-947
Ranged Accuracy	239-275
Potential	723-902
Evasion	169-209

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Southern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Remote Puge

Designation	Normal
Level	31-40
Experience	121-171
Location	Primorida
Time	0:00-0:00
Weather	All

Stats

HP	30721-43005
Melee Attack	350-478
Melee Accuracy	186-215
Ranged Attack	350-478
Ranged Accuracy	181-210
Potential	350-478
Evasion	92-120

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Remote Pugilith

Designation	Normal
Level	31-40
Experience	282-400
Location	Primorida
Time	0:00-0:00
Weather	All

Stats

HP	49508-69305
Melee Attack	550-752
Melee Accuracy	169-194
Ranged Attack	576-787
Ranged Accuracy	173-200
Potential	524-715
Evasion	79-103

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Revolver Barrager Zig

Designation	Normal
Level	31-40
Experience	215-305
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	0
Melee Accuracy	0
Ranged Attack	656-896
Ranged Accuracy	224-260
Potential	0
Evasion	44-57

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Revolver Eagle Galdr

Designation	Normal
Level	51-60
Experience	679-874
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	103740-121400
Melee Attack	1135-1414
Melee Accuracy	268-308
Ranged Attack	1036-1291
Ranged Accuracy	250-288
Potential	987-1230
Evasion	123-152

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Gladr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Revolver Gunner Zig

Designation	Normal
Level	41-50
Experience	318-439
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	926-1200
Ranged Accuracy	263-305
Potential	0
Evasion	59-75

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Rexoskell

Designation	Boss
Level	54
Experience	2640
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	526372
Melee Attack	854
Melee Accuracy	332
Ranged Attack	925
Ranged Accuracy	326
Potential	712
Evasion	174

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Rexoskell Sucker, Creare Glyph, Eerie Lightning Tentacle

Rhenium Fal-swo

Designation	Normal
Level	51-60
Experience	566-728
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	97497-114094
Melee Attack	1110-1383
Melee Accuracy	219-252
Ranged Attack	1011-1260
Ranged Accuracy	227-261
Potential	987-1230
Evasion	169-209

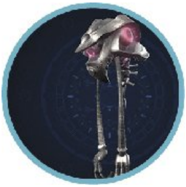
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, Black Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Rhenium Oc-serv



Designation	Normal
Level	51-60
Experience	404-520
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	79698-93265
Melee Attack	723-902
Melee Accuracy	219-252
Ranged Attack	759-947
Ranged Accuracy	239-275
Potential	723-902
Evasion	169-209

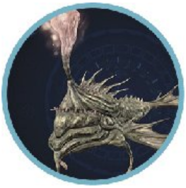
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Southern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Ridill, the Arrogant



Designation	Tyrant
Level	58
Experience	2084
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1116838
Melee Attack	1893
Melee Accuracy	271
Ranged Attack	1604
Ranged Accuracy	266
Potential	1646
Evasion	214

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Large Lophid Liver, Blinding Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

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Ripper Vesper

Designation	Normal
Level	41-50
Experience	270-372
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	59236-71676
Melee Attack	597-774
Melee Accuracy	218-252
Ranged Attack	543-704
Ranged Accuracy	203-235
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Large Lophid Liver, Blinding Lophid Extract, Spiked Tail Fin, Lophid Jaw Meat, Quirky Liver, Smelly Fish Meat

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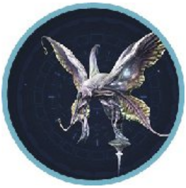
River Papil



Designation	Normal
Level	21-30
Experience	54-88
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	14007-23861
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	147-178
Potential	250-369
Evasion	56-86

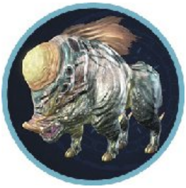
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Alluring Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

River Suid



Designation	Normal
Level	1-10
Experience	15-42
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1509-8606
Melee Attack	34-118
Melee Accuracy	102-119
Ranged Attack	30-106
Ranged Accuracy	95-112
Potential	34-118
Evasion	14-32

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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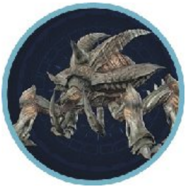
Rock Cinicula



Designation	Normal
Level	21-30
Experience	336-552
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	119236-203109
Melee Attack	547-806
Melee Accuracy	137-166
Ranged Attack	574-806
Ranged Accuracy	133-161
Potential	456-672
Evasion	35-55

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Honey Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Rock Potamus

Designation	Normal
Level	11-20
Experience	60-104
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	10756-22890
Melee Attack	131-231
Melee Accuracy	125-143
Ranged Attack	131-231
Ranged Accuracy	120-138
Potential	128-225
Evasion	31-47

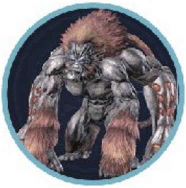
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Potamus Life Lung, Murky Potamus Water, Hulking Incisor, Succulent Meat, Muddy Pelt

Rock Simius



Designation	Normal
Level	21-30
Experience	165-270
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	30284-51586
Melee Attack	393-579
Melee Accuracy	141-170
Ranged Attack	350-516
Ranged Accuracy	136-165
Potential	342-504
Evasion	55-85

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Red Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Rocket Jacul

Designation	Normal
Level	31-40
Experience	242-343
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	45186-63255
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	537-734
Ranged Accuracy	177-205
Potential	525-717
Evasion	92-120

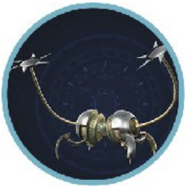
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Blue Jacul Wing, Cracked Bill, Filthy Wing

Rocket Shrad



Designation	Normal
Level	41-50
Experience	227-314
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	53851-65160
Melee Attack	543-704
Melee Accuracy	260-300
Ranged Attack	543-704
Ranged Accuracy	253-293
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	-10
Electric	-25
Gravity	-50

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Tempered Blade Module, Multi-wire, Reinforced Crank

Ro-darm, the Demon Claw

Designation	Tyrant
Level	38
Experience	521
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	151841
Melee Attack	704
Melee Accuracy	188
Ranged Attack	774
Ranged Accuracy	203
Potential	704
Evasion	125

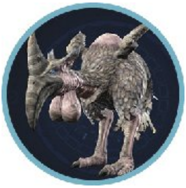
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Oc-serv Eastern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Roderick, the Fleet-Footed



Designation	Tyrant
Level	11
Experience	107
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	26621
Melee Attack	184
Melee Accuracy	131
Ranged Attack	174
Ranged Accuracy	122
Potential	192
Evasion	36

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Meaty Evello Egg, Robust Evello Horn, Bone-In Thigh Meat, Chipped Talon, Worn Muscle Fiber

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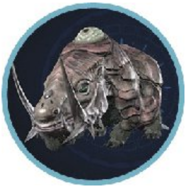
Rodriguez, the Twin-Tusked



Designation	Tyrant
Level	35
Experience	336
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	113407
Melee Attack	480
Melee Accuracy	199
Ranged Attack	480
Ranged Accuracy	194
Potential	468
Evasion	94

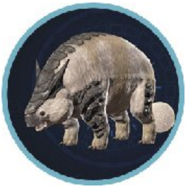
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Potamus Life Lung, Hot Potamus Juice, Hulking Incisor, Succulent Meat, Muddy Pelt

Rogue Ovis



Designation	Normal
Level	21-30
Experience	50-83
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	17303-29475
Melee Attack	250-369
Melee Accuracy	141-170
Ranged Attack	225-332
Ranged Accuracy	136-165
Potential	250-369
Evasion	55-85

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Lovely Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

Roimi, the Affluent

Designation	Tyrant
Level	31-35
Experience	440-513
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	57550-67391
Melee Attack	367-426
Melee Accuracy	186-199
Ranged Attack	367-426
Ranged Accuracy	181-194
Potential	367-426
Evasion	101-115

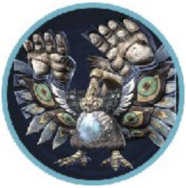
Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Golden Medal, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Rolf, the Sonorous



Designation	Tyrant
Level	44
Experience	499
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	174994
Melee Attack	656
Melee Accuracy	239
Ranged Attack	656
Ranged Accuracy	233
Potential	626
Evasion	139

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Rubidium Fal-swo

Designation	Normal
Level	41-50
Experience	398-549
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	79053-95654
Melee Attack	815-1056
Melee Accuracy	187-216
Ranged Attack	741-960
Ranged Accuracy	192-223
Potential	741-960
Evasion	129-165

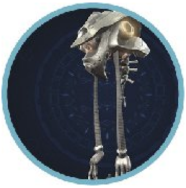
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, Golden Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Rubidium Oc-serv



Designation	Normal
Level	21-30
Experience	112-184
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	263-388
Melee Accuracy	130-157
Ranged Attack	263-388
Ranged Accuracy	140-170
Potential	250-369
Evasion	60-93

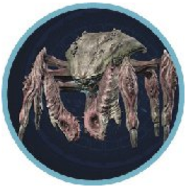
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Northern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil.

Ruby Forfex



Designation	Normal
Level	21-30
Experience	141-232
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	19989-34049
Melee Attack	376-554
Melee Accuracy	152-183
Ranged Attack	307-453
Ranged Accuracy	147-178
Potential	342-504
Evasion	49-76

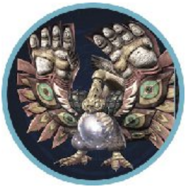
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Ruby Saltat



Designation	Normal
Level	51-60
Experience	428-551
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	19989-34049
Melee Attack	376-554
Melee Accuracy	152-183
Ranged Attack	307-453
Ranged Accuracy	147-178
Potential	342-504
Evasion	49-76

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Running Shark

Designation	Boss
Level	21
Experience	157
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	29082
Melee Attack	342
Melee Accuracy	145
Ranged Attack	342
Ranged Accuracy	140
Potential	342
Evasion	55

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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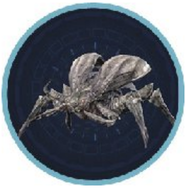
Rust Blatta



Designation	Normal
Level	1-10
Experience	7-20
Location	Cauldros
Time	0:00-0:00
Weather	All (Except Clear)

Stats

HP	1019-5813
Melee Attack	27-97
Melee Accuracy	105-123
Ranged Attack	27-97
Ranged Accuracy	100-118
Potential	31-108
Evasion	15-33

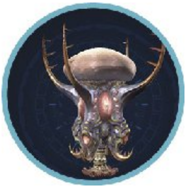
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Ruth, the Shunner of Light



Designation	Tyrant
Level	42
Experience	332
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	123993
Melee Attack	529
Melee Accuracy	227
Ranged Attack	529
Ranged Accuracy	221
Potential	589
Evasion	136

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Unafulge Death Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Ryyz

Designation	Boss
Level	31
Experience	720
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	75770
Melee Attack	306
Melee Accuracy	178
Ranged Attack	315
Ranged Accuracy	173
Potential	385
Evasion	88

Attribute Resistances

Physical	5
Beam	-10
Ether	35
Thermal	-5
Electric	0
Gravity	75

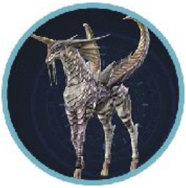
Salvageable Materials

Ryyz’s Silver Piercings, Esse Glyph, Metal Xeno Chain

Enemies (Alphabetical)

S

Sacred Progen



Designation	Normal
Level	41-50
Experience	378-521
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	722-935
Melee Accuracy	208-240
Ranged Attack	703-912
Ranged Accuracy	208-240
Potential	741-960
Evasion	126-161

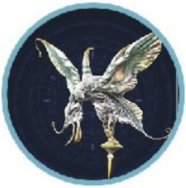
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Golden Progen Wing, Large Hoof, Small Scale

Sacrum, the Noctilucent



Designation	Tyrant
Level	50
Experience	282
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	105897
Melee Attack	702
Melee Accuracy	252
Ranged Attack	739
Ranged Accuracy	258
Potential	739
Evasion	160

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Flowering Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Sadar, the Unhinged

Designation	Tyrant
Level	35
Experience	202
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	84814
Melee Attack	426
Melee Accuracy	199
Ranged Attack	468
Ranged Accuracy	203
Potential	426
Evasion	110

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Combat Boost Meds, Fine White Belt, Broken Buckle

Sadar’s Qmoeva

Designation	Tyrant
Level	44
Experience	739
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	186288
Melee Attack	853
Melee Accuracy	250
Ranged Attack	853
Ranged Accuracy	244
Potential	853
Evasion	139

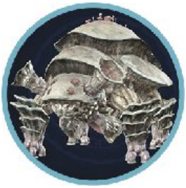
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Saffron Arenatect



Designation	Normal
Level	41-50
Experience	398-549
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	62251-75324
Melee Attack	852-1104
Melee Accuracy	192-222
Ranged Attack	815-1056
Ranged Accuracy	187-217
Potential	741-960
Evasion	118-150

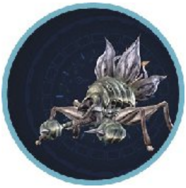
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Red Brandy, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna, Blue Fungi, Viscous Humour

Saffron Germivore



Designation	Normal
Level	31-40
Experience	86-122
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	332-454
Melee Accuracy	169-194
Ranged Attack	332-454
Ranged Accuracy	164-190
Potential	350-478
Evasion	96-126

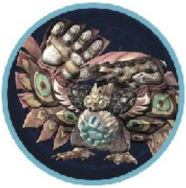
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Saffron Saltat



Designation	Normal
Level	31-40
Experience	196-277
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	43051-60266
Melee Attack	385-525
Melee Accuracy	182-210
Ranged Attack	385-525
Ranged Accuracy	177-205
Potential	385-525
Evasion	90-117

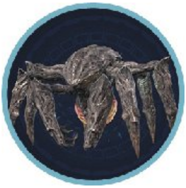
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Samarium Petramand



Designation	Normal
Level	31-40
Experience	255-362
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	551-752
Melee Accuracy	186-215
Ranged Attack	498-681
Ranged Accuracy	173-200
Potential	525-717
Evasion	83-109

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Malevolent Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Sanctuary Progen

Designation	Normal
Level	51-60
Experience	537-692
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	961-1198
Melee Accuracy	244-280
Ranged Attack	937-1168
Ranged Accuracy	244-281
Potential	987-1230
Evasion	165-204

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Golden Progen Wing, Large Hoof, Small Scale

Sand Aeviter

Designation	Normal
Level	41-50
Experience	437-604
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	74045-89595
Melee Attack	815-1056
Melee Accuracy	208-240
Ranged Attack	889-1152
Ranged Accuracy	243-282
Potential	889-1152
Evasion	118-150

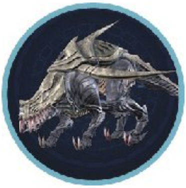
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Aeviter Star Wing, Aeviter Membrane, Active Cells, Gooey Gunge

Sand Caro



Designation	Normal
Level	31-40
Experience	202-286
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	413-564
Melee Accuracy	182-210
Ranged Attack	346-4732
Ranged Accuracy	160-185
Potential	385-525
Evasion	92-120

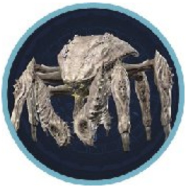
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Silver Caro Plate, Slimy Tongue, Taut Leather

Sand Forfex



Designation	Normal
Level	11-20
Experience	54-94
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	7096-15103
Melee Attack	141-247
Melee Accuracy	131-150
Ranged Attack	115-202
Ranged Accuracy	126-144
Potential	128-225
Evasion	31-47

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, White Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Sandy Sabula

Designation	Normal
Level	41-50
Experience	852-1176
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	387726-469152
Melee Attack	1185-1534
Melee Accuracy	228-264
Ranged Attack	1085-1407
Ranged Accuracy	253-293
Potential	987-1279
Evasion	29-37

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sabula Backbone, Nutritious Microbes, Scratched Jewel

Sapara, the Laconic

Designation	Tyrant
Level	22
Experience	252
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	69140
Melee Attack	368
Melee Accuracy	154
Ranged Attack	368
Ranged Accuracy	149
Potential	377
Evasion	59

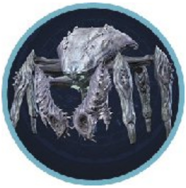
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Saltat Horn, Golden Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Sapphire Forfex



Designation	Normal
Level	11-20
Experience	76-131
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	8871-18879
Melee Attack	193-338
Melee Accuracy	131-150
Ranged Attack	157-276
Ranged Accuracy	126-144
Potential	175-307
Evasion	31-47

Attribute Resistances

Physical	40
Beam	5
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Blue Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Sapphire Visigel

Designation	Normal
Level	51-60
Experience	303-390
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	66415-77721
Melee Attack	651-811
Melee Accuracy	250-287
Ranged Attack	723-902
Ranged Accuracy	250-288
Potential	723-902
Evasion	154-190

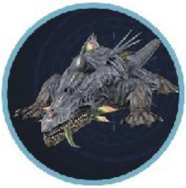
Attribute Resistances

Physical	0
Beam	5
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Visigel Waterfall Orb, Brilliant Visigel LiquiD, Glowing Retina, Opaque Membrane

Sarchosuchus, the Iron-Eater



Designation	Tyrant
Level	39
Experience	572
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	166974
Melee Attack	873
Melee Accuracy	233
Ranged Attack	691
Ranged Accuracy	201
Potential	654
Evasion	105

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Crimson Dilus Eye, Moving Dilus Tail, Pristine Dorsal Fin, Cloudy Eyeball, Quality Pelt, Muddy Pelt

Savanna Adsecula

Designation	Normal
Level	21-30
Experience	54-147
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	14007-23861
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	238-351
Ranged Accuracy	140-170
Potential	250-369
Evasion	57-89

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Sazon Caladar

Designation	Boss
Level	40
Experience	476
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	75308
Melee Attack	788
Melee Accuracy	215
Ranged Attack	788
Ranged Accuracy	210
Potential	824
Evasion	115

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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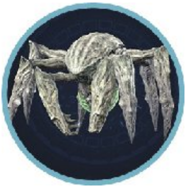
Scandium Petramand



Designation	Normal
Level	41-50
Experience	270-372
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	47087-56975
Melee Attack	570-738
Melee Accuracy	218-252
Ranged Attack	515-668
Ranged Accuracy	203-235
Potential	543-703
Evasion	112-142

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Silver Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Scarlet Levitath

Designation	Normal
Level	41-50
Experience	852-1176
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	371571-449604
Melee Attack	938-1216
Melee Accuracy	197-228
Ranged Attack	1136-1472
Ranged Accuracy	203-235
Potential	988-1280
Evasion	118-150

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Sparkling Red Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Schneider, the Cliffpercher

Designation	Tyrant
Level	10
Experience	76
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	14514
Melee Attack	137
Melee Accuracy	135
Ranged Attack	112
Ranged Accuracy	130
Potential	124
Evasion	31

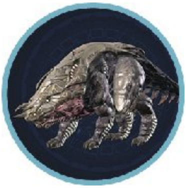
Attribute Resistances

Physical	45
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Forfex Miso, Blue Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Scourer Grex



Designation	Normal
Level	31-40
Experience	202-286
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	413-564
Melee Accuracy	182-210
Ranged Attack	346-473
Ranged Accuracy	160-185
Potential	385-525
Evasion	92-120

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, Opaque Mirror, Slimy Tongue, Muddy Pelt

Sea Balaena

Designation	Normal
Level	41-50
Experience	937-1294
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	780839-944820
Melee Attack	1778-2304
Melee Accuracy	182-210
Ranged Attack	1926-2496
Ranged Accuracy	203-235
Potential	1482-1920
Evasion	118-150

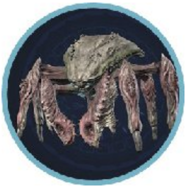
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Developed Balaena Fat, Lucky Rainbow Whisker, Big Balaena Sand Bag, Giant Cavity, Tasty Fish Belly, Fatty Fish Belly

Sea Forfex



Designation	Normal
Level	11-20
Experience	54-94
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	7096-15103
Melee Attack	141-247
Melee Accuracy	131-150
Ranged Attack	115-202
Ranged Accuracy	126-144
Potential	128-225
Evasion	31-47

Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Sea Xiphias

Designation	Normal
Level	21-30
Experience	95-156
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	19388-33026
Melee Attack	225-332
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	129-157
Potential	250-369
Evasion	60-93

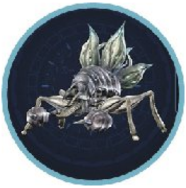
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Xiphias Mine Egg, Sapphire Horn, Fresh Fish Meat, Rotten Meat

Secret Germivore



Designation	Normal
Level	31-40
Experience	86-122
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	332-454
Melee Accuracy	169-194
Ranged Attack	332-454
Ranged Accuracy	164-190
Potential	350-478
Evasion	96-126

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

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Sector Security Shrad

Designation	Tyrant
Level	46
Experience	413
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	135301
Melee Attack	662
Melee Accuracy	293
Ranged Attack	662
Ranged Accuracy	287
Potential	662
Evasion	154

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Standard Blade Module, Multi-wire, Reinforced Crank

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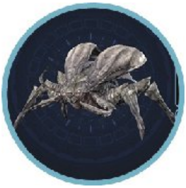
Seeker Blatta



Designation	Normal
Level	41-50
Experience	102-141
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Seeker Vigent

Designation	Normal
Level	51-60
Experience	1333-1716
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	518037-606223
Melee Attack	1579-1968
Melee Accuracy	256-294
Ranged Attack	1283-1599
Ranged Accuracy	227-267
Potential	1316-1640
Evasion	154-190

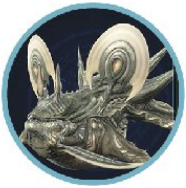
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Vigent Blood, Blue Vigent Rock Scalp, Quality Vigent Claw, Warrior Race’s Seal, Rugged Skin

Selenic Ceto



Designation	Normal
Level	51-60
Experience	1273-1638
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	963017-1126954
Melee Attack	2566-3198
Melee Accuracy	274-315
Ranged Attack	2368-2952
Ranged Accuracy	274-316
Potential	1974-2460
Evasion	138-171

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Ceto Roe, Unlucky Black Whisker, Gold Ceto Membrane, Large Saw Tooth, Tasty Fish Belly, Fatty Fish Belly

Selenium Fal-swo

Designation	Normal
Level	31-40
Experience	269-381
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	963017-1126954
Melee Attack	2566-3198
Melee Accuracy	274-315
Ranged Attack	2368-2952
Ranged Accuracy	274-316
Potential	1974-2460
Evasion	138-171

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Fal-swo Solar Crest, Black Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Selenium Oc-serv

Designation	Normal
Level	31-40
Experience	192-272
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	41329-57855
Melee Attack	385-525
Melee Accuracy	160-184
Ranged Attack	404-552
Ranged Accuracy	173-200
Potential	385-525
Evasion	96-126

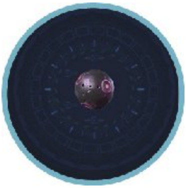
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Southern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Sentinel Satellis



Designation	Normal
Level	51-90
Experience	0
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	166037-288527
Melee Attack	658-1358
Melee Accuracy	244-360
Ranged Attack	658-1358
Ranged Accuracy	239-355
Potential	723-1493
Evasion	77-142

Attribute Resistances

Physical	30
Beam	-10
Ether	30
Thermal	30
Electric	-10
Gravity	-20

Salvageable Materials

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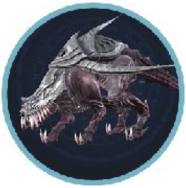
Servant Caro



Designation	Normal
Level	41-50
Experience	298-412
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	64621-78192
Melee Attack	583-756
Melee Accuracy	213-246
Ranged Attack	489-633
Ranged Accuracy	187-217
Potential	543-704
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Copper Caro Plate, Slimy Tongue, Taut Leather

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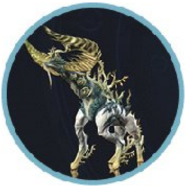
Seti, the Light of Stars



Designation	Tyrant
Level	50
Experience	823
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	201266
Melee Attack	982
Melee Accuracy	252
Ranged Attack	1032
Ranged Accuracy	246
Potential	1008
Evasion	165

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Amber Cervus Antlers, Large Hoof, Supple Leather

SG002: Slenna

Designation	Boss
Level	40
Experience	163
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	38907
Melee Attack	525
Melee Accuracy	205
Ranged Attack	525
Ranged Accuracy	200
Potential	573
Evasion	126

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Shadow Adsecula

Designation	Normal
Level	11-20
Experience	29-50
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	6216-13230
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	122-214
Ranged Accuracy	120-138
Potential	128-225
Evasion	36-55

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Shadow Falsaxum

Designation	Normal
Level	31-40
Experience	576-816
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	211812-296509
Melee Attack	875-1195
Melee Accuracy	173-199
Ranged Attack	805-1099
Ranged Accuracy	168-195
Potential	700-956
Evasion	52-69

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Green Crystal, Thick Falsaxum Horn, Giant Falsaxum Jaw, Falsaxum Shell, Refined Horn, Lead Carapace

Shadow Germivore

Designation	Normal
Level	21-30
Experience	50-83
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	137-166
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	60-93

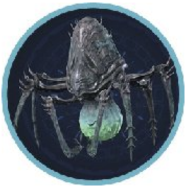
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

Shadow Scirpo



Designation	Normal
Level	11-20
Experience	57-99
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	7524-16012
Melee Attack	125-219
Melee Accuracy	125-143
Ranged Attack	125-219
Ranged Accuracy	120-138
Potential	128-225
Evasion	35-53

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Cyanide Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

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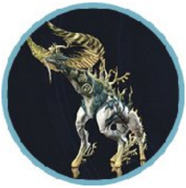
Shaman Cervus



Designation	Normal
Level	41-50
Experience	85-1176
Location	Sylvalum
Time	0:00-0:00
Weather	All (Except Spores)

Stats

HP	355416-430056
Melee Attack	963-1248
Melee Accuracy	208-240
Ranged Attack	1012-1312
Ranged Accuracy	203-235
Potential	988-1280
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Amber Cervus Antlers, Large Hoof, Supple Leather

Sharnaak, the Technician

Designation	Tyrant
Level	46
Experience	540
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	128352
Melee Attack	728
Melee Accuracy	246
Ranged Attack	629
Ranged Accuracy	241
Potential	662
Evasion	158

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Red Milsaadi Hood, Parasitic Capsule, Dirty Cloth

Sharnaak’s Seidr

Designation	Tyrant
Level	84
Experience	549
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1747526
Melee Attack	3148
Melee Accuracy	390
Ranged Attack	3343
Ranged Accuracy	384
Potential	623
Evasion	278

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Seidr Control Device, Advanced Chamber, Advanced Crank, Orichalcum Metal, Advanced Lens, Upgraded Lens

Shatskikh, the Flash

Designation	Tyrant
Level	25
Experience	183
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	53788
Melee Attack	286
Melee Accuracy	160
Ranged Attack	318
Ranged Accuracy	143
Potential	318
Evasion	72

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Xiphias Mine Egg, Sapphire Horn, Fresh Fish Meat, Rotten Meat

Sheldon, the Dentally Challenged

Designation	Tyrant
Level	30
Experience	405
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	118365
Melee Attack	635
Melee Accuracy	202
Ranged Attack	502
Ranged Accuracy	173
Potential	476
Evasion	80

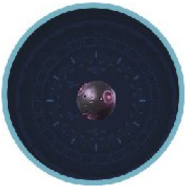
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Amber Dilus Eye, Moving Dilus Tail, Pristine Dorsal Fin, Cloudy Eyeball, Quality Pelt, Muddy Pelt

Shield Satellis



Designation	Boss
Level	50
Experience	0
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	110772
Melee Attack	640
Melee Accuracy	240
Ranged Attack	640
Ranged Accuracy	235
Potential	704
Evasion	75

Attribute Resistances

Physical	20
Beam	-10
Ether	20
Thermal	20
Electric	-10
Gravity	-20

Salvageable Materials

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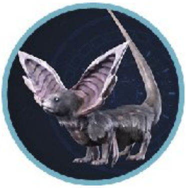
Shinhwa, the Sagacious



Designation	Tyrant
Level	24
Experience	193
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	58838
Melee Attack	319
Melee Accuracy	158
Ranged Attack	274
Ranged Accuracy	153
Potential	304
Evasion	68

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Terebra Paw Stamp, Terebra Water Grease, Sharp Ear, Perforated Oar, Taut Leather

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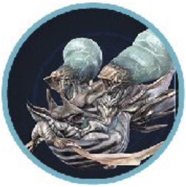
Shoal Balaena



Designation	Normal
Level	41-50
Experience	937-1294
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	780839-944820
Melee Attack	1778-2304
Melee Accuracy	182-210
Ranged Attack	1926-2496
Ranged Accuracy	203-235
Potential	1482-1920
Evasion	118-150

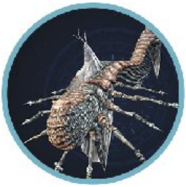
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Developed Balaena Fat, Lucky Rainbow Whisker, Big Balaena Water Bag, Giant Cavity, Tasty Fish Belly, Fatty Fish Belly

Shuravas, the Enraged



Designation	Tyrant
Level	65
Experience	5262
Location	Noctilum
Time	0:00-0:00
Weather	Thunderstorms

Stats

HP	2702829
Melee Attack	3405
Melee Accuracy	299
Ranged Attack	3405
Ranged Accuracy	294
Potential	2724
Evasion	204

Attribute Resistances

Physical	50
Beam	15
Ether	-10
Thermal	-10
Electric	15
Gravity	-10

Salvageable Materials

Reverse Millepod Scale, Yellow Millepod Rock, Decrepit Wing, Fossilized Bone, Sturdy Drakebone

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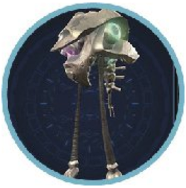
Si-el, the Vacuous



Designation	Tyrant
Level	19
Experience	144
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	46591
Melee Attack	222
Melee Accuracy	133
Ranged Attack	233
Ranged Accuracy	142
Potential	222
Evasion	58

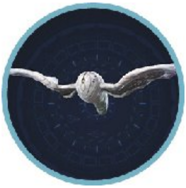
Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Oc-serv Western Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Silent Murra



Designation	Normal
Level	1-30
Experience	106-175
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	21326-36328
Melee Attack	250-369
Melee Accuracy	145-175
Ranged Attack	275-406
Ranged Accuracy	143-174
Potential	250-369
Evasion	61-95

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Multicolor Murra Wing, Brilliant Murra Liquid, Black Fog Deposits, Supple Leather

Silhouette Tectinsula

Designation	Normal
Level	31-40
Experience	269-381
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	630-860
Melee Accuracy	160-184
Ranged Attack	577-788
Ranged Accuracy	155-180
Potential	525-717
Evasion	88-115

Attribute Resistances

Physical	45
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Orange Tequila, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

Silver Femina Suid

Designation	Normal
Level	41-50
Experience	213-294
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	58159-70372
Melee Attack	529-686
Melee Accuracy	197-228
Ranged Attack	502-650
Ranged Accuracy	197-229
Potential	543-704
Evasion	120-153

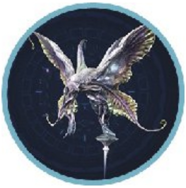
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marble Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Silver Papil



Designation	Normal
Level	31-40
Experience	154-218
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	29274-40981
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	385-525
Evasion	89-117

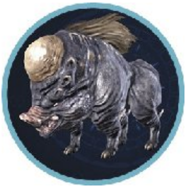
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Alluring Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Silver Suid



Designation	Normal
Level	41-50
Experience	213-294
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	59236-71676
Melee Attack	543-704
Melee Accuracy	202-234
Ranged Attack	489-633
Ranged Accuracy	192-223
Potential	543-704
Evasion	115-146

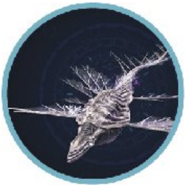
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Silvestre, the Morning Light



Designation	Tyrant
Level	48
Experience	1656
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	972594
Melee Attack	1208
Melee Accuracy	231
Ranged Attack	1463
Ranged Accuracy	238
Potential	1272
Evasion	149

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Sparkling Purple Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

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Sirene, the Lost

Designation	Tyrant
Level	13
Experience	150
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	38800
Melee Attack	246
Melee Accuracy	148
Ranged Attack	224
Ranged Accuracy	143
Potential	214
Evasion	32

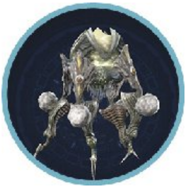
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Lepyx Sunstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

Sizzling Visigel



Designation	Normal
Level	1-10
Experience	15-42
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1372-7824
Melee Attack	30-106
Melee Accuracy	107-126
Ranged Attack	34-118
Ranged Accuracy	105-123
Potential	34-118
Evasion	15-33

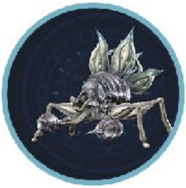
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Visigel Poison Orb, Brilliant Visigel Liquid, Glowing Retina, Opaque Membrane

Skulker Germivore



Designation	Normal
Level	1-10
Experience	9-25
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1019-5813
Melee Attack	29-102
Melee Accuracy	99-116
Ranged Attack	29-102
Ranged Accuracy	95-112
Potential	31-108
Evasion	16-36

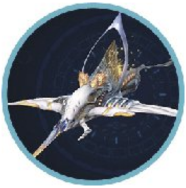
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

Sky Aetrygon



Designation	Normal
Level	31-40
Experience	215-305
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	40897-57252
Melee Attack	524-715
Melee Accuracy	164-189
Ranged Attack	471-644
Ranged Accuracy	173-200
Potential	524-715
Evasion	96-126

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Light-Speed Jet Fin, Amber Aetrygon Horn, Fresh Fish Meat, Rotten Meat

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Sky Auravis

Designation	Normal
Level	41-50
Experience	358-494
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	70652-85489
Melee Attack	759-983
Melee Accuracy	213-246
Ranged Attack	722-935
Ranged Accuracy	203-235
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Unfertilized Auravis Egg, Auravis Laughing Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Slovity Pagus

Designation	Boss
Level	37
Experience	144
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	38723
Melee Attack	434
Melee Accuracy	196
Ranged Attack	455
Ranged Accuracy	200
Potential	520
Evasion	100

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Sludge Caecus

Designation	Normal
Level	21-30
Experience	95-156
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	23265-39631
Melee Attack	250-369
Melee Accuracy	141-170
Ranged Attack	263-388
Ranged Accuracy	140-170
Potential	250-369
Evasion	52-80

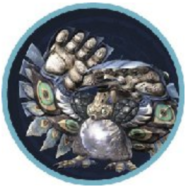
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Raw Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

Sluggish Saltat



Designation	Normal
Level	51-60
Experience	428-551
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	796-992
Melee Accuracy	268-308
Ranged Attack	796-992
Ranged Accuracy	262-302
Potential	723-902
Evasion	169-209

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Galaxial Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

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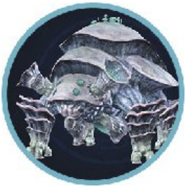
Smalt Arenatect



Designation	Normal
Level	21-30
Experience	157-258
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	22412-38178
Melee Attack	393-579
Melee Accuracy	134-161
Ranged Attack	376-554
Ranged Accuracy	129-157
Potential	342-504
Evasion	55-85

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Emerald Whiskey, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna, Blue Fungi, Viscous Humour

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SN333: Jisanne

Designation	Boss
Level	26
Experience	91
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	22268
Melee Attack	316
Melee Accuracy	156
Ranged Attack	316
Ranged Accuracy	151
Potential	345
Evasion	72

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Sneaking Blatta

Designation	Normal
Level	11-20
Experience	22-37
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	6393-13605
Melee Attack	111-194
Melee Accuracy	125-143
Ranged Attack	111-194
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Soghu Caladar

Designation	Boss
Level	40
Experience	476
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	75308
Melee Attack	788
Melee Accuracy	215
Ranged Attack	788
Ranged Accuracy	210
Potential	824
Evasion	115

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Soil Tectinsula

Designation	Normal
Level	11-20
Experience	84-146
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	9405-20015
Melee Attack	210-369
Melee Accuracy	112-128
Ranged Attack	193-338
Ranged Accuracy	108-124
Potential	175-307
Evasion	35-53

Attribute Resistances

Physical	45
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Topaz Wine, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

Soldier Chimera

Designation	Normal
Level	41-50
Experience	355-490
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	17232-20851
Melee Attack	482-625
Melee Accuracy	249-288
Ranged Attack	482-625
Ranged Accuracy	243-282
Potential	419-544
Evasion	106-135

Attribute Resistances

Physical	20
Beam	5
Ether	20
Thermal	5
Electric	20
Gravity	20

Salvageable Materials

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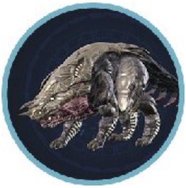
Soldier Grex



Designation	Normal
Level	11-20
Experience	63-109
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	10326-21974
Melee Attack	138-242
Melee Accuracy	128-146
Ranged Attack	115-202
Ranged Accuracy	111-127
Potential	128-225
Evasion	36-55

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, Opaque Mirror, Slimy Tongue, Muddy Pelt

Solid Puge

Designation	Normal
Level	41-50
Experience	179-247
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	48035-58122
Melee Attack	506-656
Melee Accuracy	218-252
Ranged Attack	506-656
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Advanced Thruster, Energy Tube, Standard Crank

Soma Scirpo

Designation	Normal
Level	1-10
Experience	19-53
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1199-6840
Melee Attack	32-115
Melee Accuracy	105-123
Ranged Attack	32-115
Ranged Accuracy	100-118
Potential	33-118
Evasion	15-33

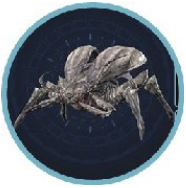
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Sonic Blatta



Designation	Normal
Level	51-60
Experience	145-187
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	592-738
Melee Accuracy	244-280
Ranged Attack	592-738
Ranged Accuracy	239-275
Potential	658-820
Evasion	154-190

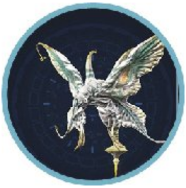
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Sorcerer Papil



Designation	Normal
Level	11-20
Experience	29-50
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	6216-13230
Melee Attack	122-214
Melee Accuracy	125-143
Ranged Attack	128-225
Ranged Accuracy	126-144
Potential	128-225
Evasion	35-54

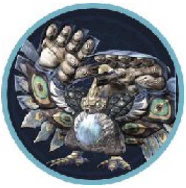
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Flowering Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Sorrowful Saltat



Designation	Normal
Level	31-40
Experience	200-283
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	46495-65087
Melee Attack	404-552
Melee Accuracy	186-215
Ranged Attack	404-552
Ranged Accuracy	181-210
Potential	385-525
Evasion	92-120

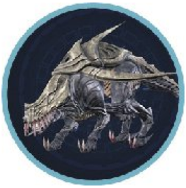
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Spaniel, the Obedient



Designation	Tyrant
Level	40
Experience	256
Location	Cauldros
Time	5:00-0:00
Weather	All

Stats

HP	110648
Melee Attack	593
Melee Accuracy	220
Ranged Attack	496
Ranged Accuracy	194
Potential	552
Evasion	126

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Silver Caro Plate, Slimy Tongue, Taut Leather

Sparrow Adsecula

Designation	Normal
Level	21-30
Experience	90-147
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	16479-28072
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	238-351
Ranged Accuracy	140-170
Potential	250-369
Evasion	57-89

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Spear Insidia

Designation	Normal
Level	11-20
Experience	51-88
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	9895-21058
Melee Attack	135-236
Melee Accuracy	128-146
Ranged Attack	125-219
Ranged Accuracy	120-138
Potential	128-225
Evasion	32-49

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Evolved Insidia Claw, Insidia Mohawk, Bone-In Thigh Meat, Chipped Talon, Stiff Hair

Spear Puge

Designation	Normal
Level	41-50
Experience	179-247
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	48035-58122
Melee Attack	494-640
Melee Accuracy	218-252
Ranged Attack	494-640
Ranged Accuracy	213-246
Potential	494-640
Evasion	123-157

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

Spear Pugilith

Designation	Normal
Level	41-50
Experience	417-576
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	77410-93667
Melee Attack	776-1007
Melee Accuracy	197-228
Ranged Attack	813-1054
Ranged Accuracy	203-235
Potential	740-959
Evasion	106-135

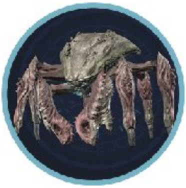
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Spinel Forfex



Designation	Normal
Level	11-20
Experience	54-94
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	7096-15103
Melee Attack	141-247
Melee Accuracy	131-150
Ranged Attack	115-202
Ranged Accuracy	126-144
Potential	128-225
Evasion	31-47

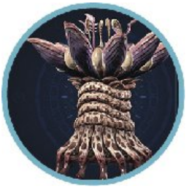
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Spore Filiavent



Designation	Normal
Level	51-60
Experience	1212-1560
Location	Noctilum
Time	19:00-5:00
Weather	All

Stats

HP	577810-676172
Melee Attack	1314-1638
Melee Accuracy	244-280
Ranged Attack	1741-2170
Ranged Accuracy	262-302
Potential	1314-1638
Evasion	154-190

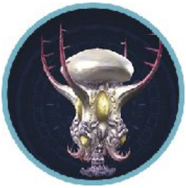
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Filiavent Intestine, Giant Protein, Red Filiavent Tentacle, Quality Skin, Mollusk Mucus

Spring Unafulge



Designation	Normal
Level	11-20
Experience	27-47
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	7314-15565
Melee Attack	115-202
Melee Accuracy	128-146
Ranged Attack	115-202
Ranged Accuracy	123-141
Potential	128-225
Evasion	37-56

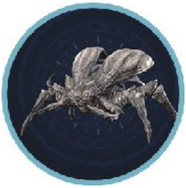
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Squall Blatta



Designation	Normal
Level	51-60
Experience	145-187
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	49346-57746
Melee Attack	592-738
Melee Accuracy	244-280
Ranged Attack	592-738
Ranged Accuracy	239-275
Potential	658-820
Evasion	154-190

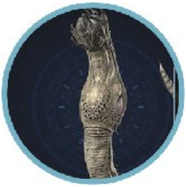
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Squallo, the Sand Mirer



Designation	Tyrant
Level	65
Experience	6072
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	2268108
Melee Attack	3718
Melee Accuracy	299
Ranged Attack	3718
Ranged Accuracy	367
Potential	2860
Evasion	51

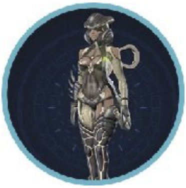
Attribute Resistances

Physical	50
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Sabula Backbone, Nutritious Microbes, Scratched Jewel

ST816: Stalio



Designation	Boss
Level	44
Experience	192
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	46500
Melee Attack	596
Melee Accuracy	217
Ranged Attack	596
Ranged Accuracy	212
Potential	650
Evasion	139

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Stainless Fal-swo

Designation	Normal
Level	31-40
Experience	269-381
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	50559-70776
Melee Attack	590-806
Melee Accuracy	160-184
Ranged Attack	537-734
Ranged Accuracy	164-190
Potential	525-717
Evasion	96-126

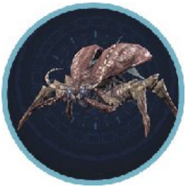
Attribute Resistances

Physical	30
Beam	-25
Ether	-10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, White Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Stalker Blatta



Designation	Normal
Level	21-30
Experience	40-66
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	145-175
Ranged Attack	216-319
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

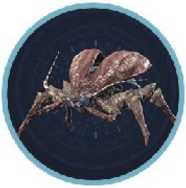
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Stalwart Blatta



Designation	Normal
Level	21-30
Experience	40-66
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	145-175
Ranged Attack	216-319
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

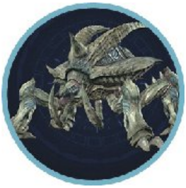
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Star Cinlcula



Designation	Normal
Level	11-20
Experience	60-104
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	8784-18694
Melee Attack	154-270
Melee Accuracy	118-135
Ranged Attack	154-270
Ranged Accuracy	114-131
Potential	128-225
Evasion	22-34

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Melon Oil, Thick CinIcula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

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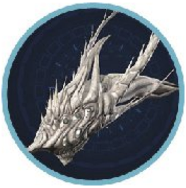
Statue Scintimure



Designation	Normal
Level	51-60
Experience	1151-1482
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	418414-489642
Melee Attack	1283-1599
Melee Accuracy	292-336
Ranged Attack	1414-1763
Ranged Accuracy	286-330
Potential	1316-1640
Evasion	165-204

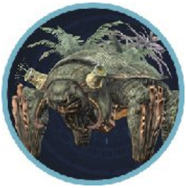
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Rich Scintimure Meat, White Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Stealth Tectinsula



Designation	Normal
Level	41-50
Experience	398-549
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	58859-71219
Melee Attack	889-1152
Melee Accuracy	187-216
Ranged Attack	815-1056
Ranged Accuracy	182-211
Potential	741-960
Evasion	118-150

Attribute Resistances

Physical	45
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Orange Tequila, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

Steel Femina Suid

Designation	Normal
Level	21-30
Experience	84-138
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	20939-35668
Melee Attack	244-360
Melee Accuracy	137-166
Ranged Attack	231-341
Ranged Accuracy	136-165
Potential	250-369
Evasion	56-87

Attribute Resistances

Physical	45
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

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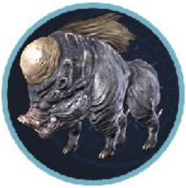
Steel Suid



Designation	Normal
Level	21-30
Experience	84-138
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	21326-36328
Melee Attack	250-369
Melee Accuracy	141-170
Ranged Attack	225-332
Ranged Accuracy	133-161
Potential	250-369
Evasion	53-82

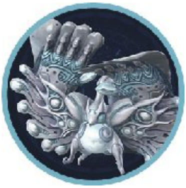
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Stola, the Champion



Designation	Tyrant
Level	57
Experience	714
Location	Sylvalum
Time	0:00-0:00
Weather	Crimson Auroras

Stats

HP	207955
Melee Attack	906
Melee Accuracy	288
Ranged Attack	906
Ranged Accuracy	282
Potential	884
Evasion	177

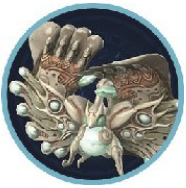
Attribute Resistances

Physical	10
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Liceor Horn, Giant Blue Pearl, Liceor Sun Bead, Dull Stone, Small Scale

Stola, the Unchained



Designation	Tyrant
Level	57
Experience	714
Location	Sylvalum
Time	0:00-0:00
Weather	Rising Energy Mist

Stats

HP	207955
Melee Attack	906
Melee Accuracy	288
Ranged Attack	906
Ranged Accuracy	282
Potential	884
Evasion	177

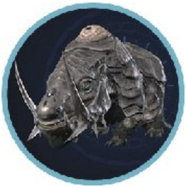
Attribute Resistances

Physical	10
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Liceor Horn, Giant Jade Pearl, Liceor Sun Bead, Dull Stone, Small Scale

Stone Potamus



Designation	Normal
Level	1-10
Experience	20-56
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1715-9780
Melee Attack	34-121
Melee Accuracy	105-123
Ranged Attack	34-121
Ranged Accuracy	100-118
Potential	34-118
Evasion	13-29

Attribute Resistances

Physical	10
Beam	5
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Potamus Life Lung, Murky Potamus Water, Hulking Incisor, Succulent Meat, Muddy Pelt

Storm Caro

Designation	Normal
Level	41-50
Experience	298-412
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	64621-78192
Melee Attack	583-756
Melee Accuracy	213-246
Ranged Attack	489-633
Ranged Accuracy	187-217
Potential	543-704
Evasion	123-157

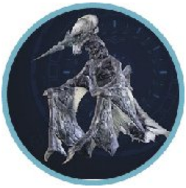
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Copper Caro Plate, Slimy Tongue, Taut Leather

Storm Jacul



Designation	Normal
Level	41-50
Experience	358-494
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	70652-85489
Melee Attack	722-935
Melee Accuracy	208-240
Ranged Attack	759-983
Ranged Accuracy	208-240
Potential	741-960
Evasion	123-157

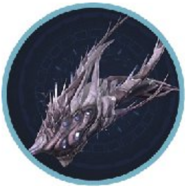
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Blue Jacul Wing, Cracked Bill, Filthy Wing

Storm Scintimure



Designation	Normal
Level	41-50
Experience	809-1117
Location	Cauldros
Time	0:00-0:00
Weather	Electromagnetic Storms

Stats

HP	339261-410508
Melee Attack	963-1248
Melee Accuracy	249-288
Ranged Attack	1062-1376
Ranged Accuracy	243-282
Potential	988-1280
Evasion	126-161

Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Rich Scintimure Meat, Purple Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

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Strange Liceor

Designation	Normal
Level	11-20
Experience	60-104
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	10756-22890
Melee Attack	131-231
Melee Accuracy	128-146
Ranged Attack	131-231
Ranged Accuracy	123-141
Potential	128-225
Evasion	33-50

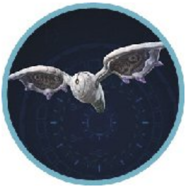
Attribute Resistances

Physical	5
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Liceor Horn, Giant Blue Pearl, Liceor Sun Bead, Dull Stone, Small Scale

Strange Murra



Designation	Normal
Level	41-50
Experience	270-372
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	59236-71676
Melee Attack	543-704
Melee Accuracy	208-240
Ranged Attack	597-774
Ranged Accuracy	208-240
Potential	543-704
Evasion	132-168

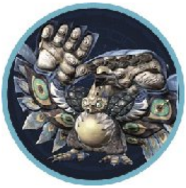
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Multicolor Murra Wing, Brilliant Murra Liquid, Black Fog Deposits, Supple Leather

Strange Saltat



Designation	Normal
Level	31-40
Experience	192-272
Location	Cauldros
Time	0:00-0:00
Weather	Clear Only

Stats

HP	41329-57855
Melee Attack	375-512
Melee Accuracy	178-205
Ranged Attack	375-512
Ranged Accuracy	173-200
Potential	385-525
Evasion	88-115

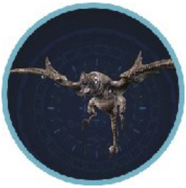
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Golden Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Strange Vesper



Designation	Normal
Level	11-20
Experience	57-99
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	9465-20143
Melee Attack	141-248
Melee Accuracy	131-150
Ranged Attack	128-225
Ranged Accuracy	120-138
Potential	128-225
Evasion	38-58

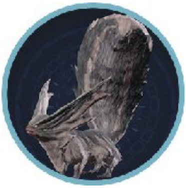
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Stray Mephite



Designation	Normal
Level	21-30
Experience	106-175
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	9465-20143
Melee Attack	141-248
Melee Accuracy	131-150
Ranged Attack	128-225
Ranged Accuracy	120-138
Potential	128-225
Evasion	38-58

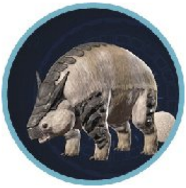
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Mephite Stinkbag, Black Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Stray Ovis



Designation	Normal
Level	41-50
Experience	128-176
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	56543-68418
Melee Attack	543-704
Melee Accuracy	202-234
Ranged Attack	489-633
Ranged Accuracy	197-229
Potential	543-704
Evasion	118-150

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

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Stream Jacul

Designation	Normal
Level	51-70
Experience	509-857
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	87136-118453
Melee Attack	961-1459
Melee Accuracy	244-290
Ranged Attack	1011-1533
Ranged Accuracy	244-292
Potential	987-1497
Evasion	161-210

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Green Jacul Wing, Cracked Bill, Filthy Wing

Strike Barrager Zig

Designation	Normal
Level	31-40
Experience	215-305
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	0
Melee Accuracy	0
Ranged Attack	656-896
Ranged Accuracy	224-260
Potential	0
Evasion	44-57

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Strike Gunner Zig

Designation	Normal
Level	41-50
Experience	318-439
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	926-1200
Ranged Accuracy	263-305
Potential	0
Evasion	59-75

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Strike Launcher Zig

Designation	Normal
Level	51-60
Experience	452-582
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1233-1537
Ranged Accuracy	310-357
Potential	0
Evasion	77-95

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Upgraded Sensor Part, Standard Sensor Part

Strike Satellis

Designation	Boss
Level	47
Experience	0
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	30694
Melee Attack	590
Melee Accuracy	228
Ranged Attack	590
Ranged Accuracy	267
Potential	590
Evasion	138

Attribute Resistances

Physical	15
Beam	-15
Ether	15
Thermal	15
Electric	-15
Gravity	-25

Salvageable Materials

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Striker Blatta

Designation	Normal
Level	11-20
Experience	22-37
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	6393-13605
Melee Attack	111-194
Melee Accuracy	125-143
Ranged Attack	111-194
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

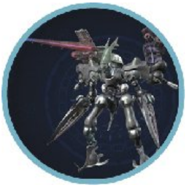
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Striker Qmoeva



Designation	Normal
Level	41-50
Experience	437-604
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

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Striker Simius

Designation	Normal
Level	31-40
Experience	282-400
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	53796-75308
Melee Attack	603-824
Melee Accuracy	173-199
Ranged Attack	537-734
Ranged Accuracy	168-195
Potential	525-717
Evasion	88-115

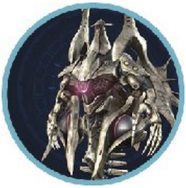
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Strontium Xe-dom



Designation	Normal
Level	51-60
Experience	2182-2808
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	730272-854588
Melee Attack	2418-3013
Melee Accuracy	219-252
Ranged Attack	2418-3013
Ranged Accuracy	239-275
Potential	2368-2952
Evasion	107-133

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Xe-dom Golden Crest, Advanced Core, Xe-dom Hand, Ancient Armor, Octopus Board, Quality Core

Support Trainee Qmoeva

Designation	Tyrant
Level	50
Experience	906
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	210662
Melee Attack	1008
Melee Accuracy	252
Ranged Attack	1008
Ranged Accuracy	246
Potential	1008
Evasion	161

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Suppressor Hermit Qmoeva

Designation	Normal
Level	51-60
Experience	622-801
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	95438-111685
Melee Attack	987-1230
Melee Accuracy	244-280
Ranged Attack	987-1230
Ranged Accuracy	239-275
Potential	987-1230
Evasion	157-194

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Suppressor Knight Qmoeva

Designation	Normal
Level	21-30
Experience	172-283
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	27860-47458
Melee Attack	342-504
Melee Accuracy	145-175
Ranged Attack	342-504
Ranged Accuracy	140-170
Potential	342-504
Evasion	56-87

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Suppressor Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

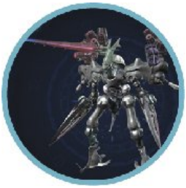
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Suppressor Rook Qmoeva



Designation	Normal
Level	31-40
Experience	296-419
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	49491-69282
Melee Attack	525-717
Melee Accuracy	178-205
Ranged Attack	525-717
Ranged Accuracy	173-200
Potential	525-717
Evasion	90-117

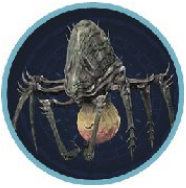
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

Surtr Scirpo



Designation	Normal
Level	21-30
Experience	149-245
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	21191-36097
Melee Attack	333-491
Melee Accuracy	145-175
Ranged Attack	333-491
Ranged Accuracy	140-170
Potential	342-504
Evasion	55-85

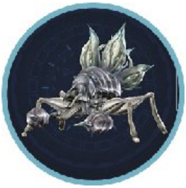
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Survivor Germivore



Designation	Normal
Level	41-50
Experience	128-176
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	40011-48413
Melee Attack	469-608
Melee Accuracy	197-228
Ranged Attack	469-608
Ranged Accuracy	192-223
Potential	494-640
Evasion	129-165

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Shed Germivore Scales, Insect Jaw, Sticky Mucus

Sven, the Sturdy

Designation	Tyrant
Level	59
Experience	953
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	152932
Melee Attack	1389
Melee Accuracy	304
Ranged Attack	1136
Ranged Accuracy	298
Potential	1263
Evasion	175

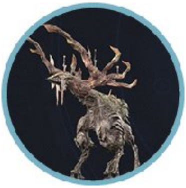
Attribute Resistances

Physical	100
Beam	100
Ether	100
Thermal	100
Electric	100
Gravity	100

Salvageable Materials

Forfex Miso, Red Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Sviatoslav, the Reproachful



Designation	Tyrant
Level	39
Experience	1170
Location	Oblivia
Time	0:00-0:00
Weather	Rain

Stats

HP	723294
Melee Attack	1115
Melee Accuracy	201
Ranged Attack	1115
Ranged Accuracy	227
Potential	970
Evasion	82

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Fine Aprica Wood, Aprica Back Moss, Redwood Aprica Antlers, Slender Horn, Rough Skin

Swift Blatta

Designation	Normal
Level	11-20
Experience	22-37
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	6393-13605
Melee Attack	105-184
Melee Accuracy	125-143
Ranged Attack	105-184
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

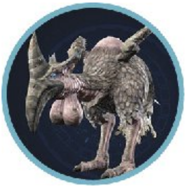
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

Swift Evello



Designation	Normal
Level	31-40
Experience	163-231
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	37885-53034
Melee Attack	385-525
Melee Accuracy	178-205
Ranged Attack	365-499
Ranged Accuracy	168-195
Potential	404-552
Evasion	88-115

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Meaty Evello Egg, Robust Evello Horn, Bone-In Thight Meat, Chipped Talon, Worn Muscle Fiber

Swift Shard

Designation	Normal
Level	41-50
Experience	227-314
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	53851-65160
Melee Attack	543-704
Melee Accuracy	260-300
Ranged Attack	543-704
Ranged Accuracy	253-293
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Upgraded Spindle Part, Shrad Eye, Standard Blade Module, Multi-wire, Reinforced Crank

Sword Puge

Designation	Normal
Level	21-30
Experience	71-116
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	17294-29459
Melee Attack	228-336
Melee Accuracy	152-183
Ranged Attack	228-336
Ranged Accuracy	147-178
Potential	228-336
Evasion	57-89

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Puge Self-Destruct Mechanism, Puge Counter, Reinforced Thruster, Energy Tube, Standard Crank

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Sword Pugilith

Designation	Normal
Level	21-30
Experience	165-270
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	27870-47473
Melee Attack	358-528
Melee Accuracy	137-166
Ranged Attack	374-553
Ranged Accuracy	140-170
Potential	340-502
Evasion	49-76

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

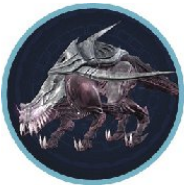
Salvageable Materials

Pugilith Lamp, Quality Fuse, Used Cylinder, Genuine Crank, Dual Boards, Stripped Plating

Enemies (Alphabetical)

T

Tainted Caro



Designation	Normal
Level	21-30
Experience	118-193
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	25204-42933
Melee Attack	288-425
Melee Accuracy	152-183
Ranged Attack	225-332
Ranged Accuracy	129-157
Potential	250-369
Evasion	59-91

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Pure White Caro Tusk, Caro Tail Light, Shiny Copper Caro Plate, Slimy Tongue, Taut Leather

Tainted Scintimure

Designation	Normal
Level	21-30
Experience	319-524
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	127960-217971
Melee Attack	456-672
Melee Accuracy	137-166
Ranged Attack	513-756
Ranged Accuracy	140-170
Potential	456-672
Evasion	57-89

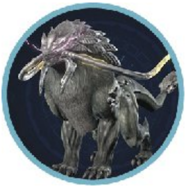
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Rich Scintimure Meat, Black Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Tainted Sphinx



Designation	Boss
Level	24
Experience	1530
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	62546
Melee Attack	264
Melee Accuracy	158
Ranged Attack	264
Ranged Accuracy	138
Potential	237
Evasion	64

Attribute Resistances

Physical	10
Beam	10
Ether	-15
Thermal	0
Electric	10
Gravity	0

Salvageable Materials

Imperial Sphinx Fang, Blaxing Gas Sac, Pristine Bristles

Talon Eagle Galdr

Designation	Normal
Level	51-60
Experience	679-874
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	103740-121400
Melee Attack	987-1230
Melee Accuracy	268-308
Ranged Attack	1085-1353
Ranged Accuracy	262-302
Potential	987-1230
Evasion	138-171

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Talon King Qmoeva

Designation	Normal
Level	51-60
Experience	622-801
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	95438-111685
Melee Attack	987-1230
Melee Accuracy	244-280
Ranged Attack	987-1230
Ranged Accuracy	239-275
Potential	987-1230
Evasion	157-194

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capactior, Genuine Frame, Dual Boards, Quality Crank

Talon Knight Qmoeva

Designation	Normal
Level	21-30
Experience	172-283
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	27860-47458
Melee Attack	342-504
Melee Accuracy	145-175
Ranged Attack	342-504
Ranged Accuracy	140-170
Potential	342-504
Evasion	56-87

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capactior, Genuine Frame, Dual Boards, Quality Crank

Talon Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capactior, Genuine Frame, Dual Boards, Quality Crank

Talon Raptor Galdr

Designation	Normal
Level	41-50
Experience	477-659
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	84115-101779
Melee Attack	741-960
Melee Accuracy	228-264
Ranged Attack	815-1056
Ranged Accuracy	223-258
Potential	741-960
Evasion	106-135

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

O.X. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Tantalum Fal-swo

Designation	Normal
Level	41-50
Experience	398-549
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	79053-95654
Melee Attack	833-1079
Melee Accuracy	187-216
Ranged Attack	759-983
Ranged Accuracy	192-223
Potential	741-960
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, Black Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Tantalum Oc-serv

Designation	Normal
Level	41-50
Experience	284-392
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	64621-78192
Melee Attack	543-704
Melee Accuracy	187-216
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Southern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Tectonic Blatta

Designation	Normal
Level	21-30
Experience	40-66
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	145-175
Ranged Attack	216-319
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

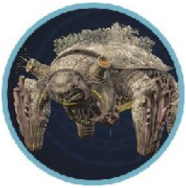
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Tectonic Tectinsula



Designation	Normal
Level	31-40
Experience	269-381
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	37644-52696
Melee Attack	630-860
Melee Accuracy	160-184
Ranged Attack	577-788
Ranged Accuracy	155-180
Potential	525-717
Evasion	88-115

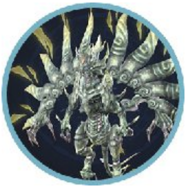
Attribute Resistances

Physical	45
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Topaz Wine, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

Telethia, the Endbringer



Designation	Tyrant
Level	99
Experience	9947
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	10137600
Melee Attack	6840
Melee Accuracy	516
Ranged Attack	6840
Ranged Accuracy	509
Potential	6840
Evasion	411

Attribute Resistances

Physical	50
Beam	50
Ether	50
Thermal	50
Electric	50
Gravity	50

Salvageable Materials

Infinite Telethia Pen, Telethia Mirror

Tellurium Fal-swo

Designation	Normal
Level	41-50
Experience	398-549
Location	Sylvalum
Time	19:00-5:00
Weather	All

Stats

HP	79053-95654
Melee Attack	833-1079
Melee Accuracy	187-216
Ranged Attack	759-983
Ranged Accuracy	192-223
Potential	741-960
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, White Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

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Tellurium Oc-serv

Designation	Normal
Level	21-30
Experience	157-258
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	29081-49538
Melee Attack	340-502
Melee Accuracy	130-157
Ranged Attack	358-528
Ranged Accuracy	140-170
Potential	340-502
Evasion	60-93

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Western Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment Upgraded Coil, Standard Coil

Tempest Auravis

Designation	Normal
Level	51-60
Experience	509-655
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	87136-101969
Melee Attack	1011-1260
Melee Accuracy	250-287
Ranged Attack	961-1198
Ranged Accuracy	239-275
Potential	987-1230
Evasion	161-199

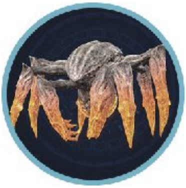
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Unfertilized Auravis Egg, Auravis Croaking Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Terbium Petramand



Designation	Normal
Level	41-50
Experience	378-521
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	58859-71219
Melee Attack	778-1008
Melee Accuracy	218-252
Ranged Attack	703-912
Ranged Accuracy	203-235
Potential	941-960
Evasion	112-142

Attribute Resistances

Physical	35
Beam	-25
Ether	-25
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Terenty, the Blademster

Designation	Tyrant
Level	72
Experience	5283
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	2296192
Melee Attack	3908
Melee Accuracy	367
Ranged Attack	3580
Ranged Accuracy	301
Potential	3418
Evasion	212

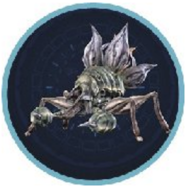
Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Lone Red Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Terrible Germivore



Designation	Normal
Level	21-30
Experience	50-83
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	137-166
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	60-93

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Territorial Sylooth

Designation	Normal
Level	51-60
Experience	1454-1872
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	557886-652856
Melee Attack	1710-2132
Melee Accuracy	231-266
Ranged Attack	1513-1886
Ranged Accuracy	215-247
Potential	1316-1640
Evasion	77-95

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Sylooth Tonic Water, White Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Thaddaeus, the Ultramafic

Designation	Tyrant
Level	42
Experience	1998
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1270373
Melee Attack	1927
Melee Accuracy	210
Ranged Attack	1927
Ranged Accuracy	205
Potential	1606
Evasion	82

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Coconut Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Thallium Fal-swo

Designation	Normal
Level	51-70
Experience	566-952
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	97497-132538
Melee Attack	1085-1646
Melee Accuracy	219-261
Ranged Attack	987-1497
Ranged Accuracy	227-270
Potential	987-1497
Evasion	169-220

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, Golden Stabilizer, Genuine Plate, Advanced Jet, Reinfored Jet

Thallium Oc-serv

Designation	Normal
Level	41-50
Experience	398-549
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	740-959
Melee Accuracy	187-216
Ranged Attack	776-1007
Ranged Accuracy	203-235
Potential	740-959
Evasion	129-165

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Western Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Tharros Scirpo

Designation	Normal
Level	31-40
Experience	255-362
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	511-698
Ranged Accuracy	173-200
Potential	525-717
Evasion	88-115

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

The Dadaan Girls

Designation	Normal
Level	51-60
Experience	404-520
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	59242-69327
Melee Attack	658-820
Melee Accuracy	244-280
Ranged Attack	690-861
Ranged Accuracy	250-288
Potential	789-984
Evasion	146-180

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Thug Caecus

Designation	Normal
Level	11-20
Experience	51-88
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	10326-21974
Melee Attack	128-225
Melee Accuracy	121-139
Ranged Attack	135-236
Ranged Accuracy	120-138
Potential	128-225
Evasion	33-50

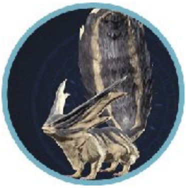
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Balck Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, SliMy Epithelium

Thug Mephite



Designation	Normal
Level	31-40
Experience	182-258
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	39607-55444
Melee Attack	346-473
Melee Accuracy	178-205
Ranged Attack	404-552
Ranged Accuracy	173-200
Potential	385-525
Evasion	99-129

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Stinkbag, Golden Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Thulium Petramand

Designation	Normal
Level	11-20
Experience	80-138
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	9405-20015
Melee Attack	184-322
Melee Accuracy	131-150
Ranged Attack	166-292
Ranged Accuracy	120-138
Potential	175-307
Evasion	33-50

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Malevolent Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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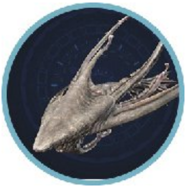
Thunder Duoguill



Designation	Normal
Level	21-30
Experience	302-497
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	122144-207063
Melee Attack	444-655
Melee Accuracy	174-210
Ranged Attack	501-739
Ranged Accuracy	168-204
Potential	456-672
Evasion	57-89

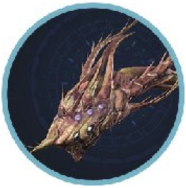
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Duoguill Broth, Black Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

Thunder Scintimure



Designation	Normal
Level	41-50
Experience	378-521
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	70566-85385
Melee Attack	722-936
Melee Accuracy	249-288
Ranged Attack	796-1032
Ranged Accuracy	243-282
Potential	741-960
Evasion	126-161

Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	10
Gravity	-25

Salvageable Materials

Rich Scintimure Meat, Red Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

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Tico, the Precious

Designation	Tyrant
Level	26-30
Experience	348-421
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	46109-55186
Melee Attack	302-352
Melee Accuracy	163-183
Ranged Attack	302-352
Ranged Accuracy	158-178
Potential	302-352
Evasion	76-98

Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Golden Fir Tree, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Tidal Purgovent

Designation	Normal
Level	31-40
Experience	518-734
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	227310-318205
Melee Attack	787-1075
Melee Accuracy	173-199
Ranged Attack	682-932
Ranged Accuracy	164-190
Potential	700-956
Evasion	99-129

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Large Purgovent Liver, Strong Purgovent Extract, Smooth Tail Fin, Purgovent Jaw Meat, Quirky Liver, Smelly Fish Meat

Titanium Oc-serv

Designation	Normal
Level	51-60
Experience	566-728
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	1034-1290
Melee Accuracy	219-252
Ranged Attack	1034-1290
Ranged Accuracy	239-275
Potential	985-1229
Evasion	169-209

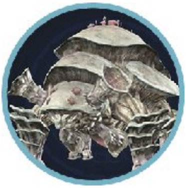
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Oc-serv Northern Crest, Elemental Cluster, Oc-serv Hand, Elemental Fragment, Upgraded Coil, Standard Coil

Topaz Arenatect



Designation	Normal
Level	51-60
Experience	566-728
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	76775-89845
Melee Attack	1135-1414
Melee Accuracy	225-259
Ranged Attack	1085-1353
Ranged Accuracy	221-254
Potential	987-*1230
Evasion	154-190

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Red Brandy, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna, Blue Fungi, ViscouS Humour

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Tormenta, the Scarlet-Clad

Designation	Tyrant
Level	41
Experience	341
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	102963
Melee Attack	570
Melee Accuracy	223
Ranged Attack	541
Ranged Accuracy	213
Potential	570
Evasion	126

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Turba Nectar, Turba Straw, Poisonous Needle, Musky Nectar, Broken Antenna

Tornado Jacul

Designation	Normal
Level	51-60
Experience	509-655
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	87136-101969
Melee Attack	961-1198
Melee Accuracy	244-280
Ranged Attack	1011-1260
Ranged Accuracy	244-281
Potential	987-1230
Evasion	161-199

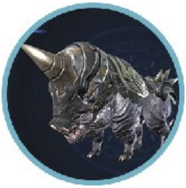
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Fertilized Jacul Egg, Jacul Waterfall Orb, Jacul Horn, Blue Jacul Wing, Cracked Bill, Filthy Wing

Tough Armored Suid



Designation	Normal
Level	41-50
Experience	227-314
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	67313-81450
Melee Attack	597-774
Melee Accuracy	202-234
Ranged Attack	489-633
Ranged Accuracy	192-223
Potential	543-704
Evasion	115-146

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Tough Humpsteak, Succulent Meat, Fleecy Fur

Tough Blatta

Designation	Normal
Level	21-30
Experience	40-66
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	205-302
Melee Accuracy	145-175
Ranged Attack	205-302
Ranged Accuracy	140-170
Potential	228-336
Evasion	55-85

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Black Blatta Wing, Small Insect Leg, Tatty Insect Wing

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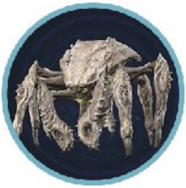
Tourteau, the Delectible



Designation	Tyrant
Level	8
Experience	65
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	11722
Melee Attack	112
Melee Accuracy	131
Ranged Attack	92
Ranged Accuracy	125
Potential	102
Evasion	27

Attribute Resistances

Physical	45
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Forfex Miso, White Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

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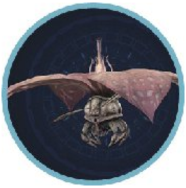
Toxic Mortifole



Designation	Normal
Level	41-50
Experience	284-392
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	xxx-xxx
Melee Attack	xx-xx
Melee Accuracy	xx-xx
Ranged Attack	xx-xx
Ranged Accuracy	xx-xx
Potential	xx-xx
Evasion	xx-xx

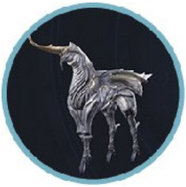
Attribute Resistances

Physical	0
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Red Mortifole Feather, Fluffy Tuft, Broken Antenna

Toy Monoceros



Designation	Normal
Level	1-10
Experience	19-53
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1646-9388
Melee Attack	32-112
Melee Accuracy	107-126
Ranged Attack	32-115
Ranged Accuracy	102-120
Potential	33-118
Evasion	15-34

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Monoceros Hoof Hook, Gold Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

Trained Armored Suid

Designation	Normal
Level	21-30
Experience	90-147
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	275-406
Melee Accuracy	141-170
Ranged Attack	225-332
Ranged Accuracy	133-161
Potential	250-369
Evasion	53-82

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Tough Humpsteak, Succulent Meat, Fleecy Fur

Tranquil Blatta

Designation	Normal
Level	31-40
Experience	69-98
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	25589-35822
Melee Attack	332-454
Melee Accuracy	178-205
Ranged Attack	332-454
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

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Translucent Cinicula

Designation	Normal
Level	21-30
Experience	157-258
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	24801-42246
Melee Attack	410-604
Melee Accuracy	137-166
Ranged Attack	410-604
Ranged Accuracy	133-161
Potential	342-504
Evasion	35-55

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Coconut Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Tree Scirpo

Designation	Normal
Level	11-20
Experience	80-138
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	9405-20015
Melee Attack	171-299
Melee Accuracy	125-143
Ranged Attack	171-299
Ranged Accuracy	120-138
Potential	175-307
Evasion	35-53

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

True King Qmoeva

Designation	Normal
Level	51-60
Experience	622-801
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	95438-111685
Melee Attack	987-1230
Melee Accuracy	244-280
Ranged Attack	987-1230
Ranged Accuracy	239-275
Potential	987-1230
Evasion	157-194

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

True Queen Qmoeva

Designation	Normal
Level	41-50
Experience	437-604
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	741-960
Ranged Accuracy	203-235
Potential	741-960
Evasion	120-153

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Genuine Frame, Dual Boards, Quality Crank

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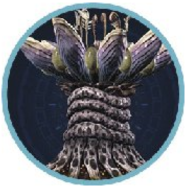
Trueno, the Cataclysm



Designation	Tyrant
Level	60
Experience	3510
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	2535647
Melee Attack	2583
Melee Accuracy	294
Ranged Attack	3421
Ranged Accuracy	317
Potential	2583
Evasion	199

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Filiavent Intestine, Giant Protein, Black Filiavent Tentacle, Quality Skin, Mollusk Mucus

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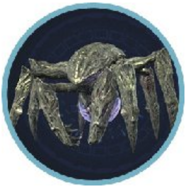
Truppe, the Ceaseless Dark



Designation	Tyrant
Level	53
Experience	364
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	115255
Melee Attack	763
Melee Accuracy	277
Ranged Attack	691
Ranged Accuracy	259
Potential	727
Evasion	161

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Rainbow Metal, Black Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

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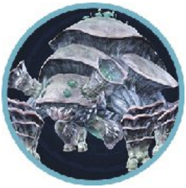
Turquoise Arenatect



Designation	Normal
Level	41-50
Experience	398-549
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	62251-75324
Melee Attack	852-1104
Melee Accuracy	192-222
Ranged Attack	815-1056
Ranged Accuracy	187-217
Potential	741-960
Evasion	118-150

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Emerald Whiskey, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna, Blue Fungi, Viscous Humour

Twin Qmoeva

Designation	Boss
Level	30
Experience	283
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	47458
Melee Attack	529
Melee Accuracy	175
Ranged Attack	529
Ranged Accuracy	170
Potential	504
Evasion	89

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

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Typhoon Auravis

Designation	Normal
Level	41-50
Experience	358-494
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

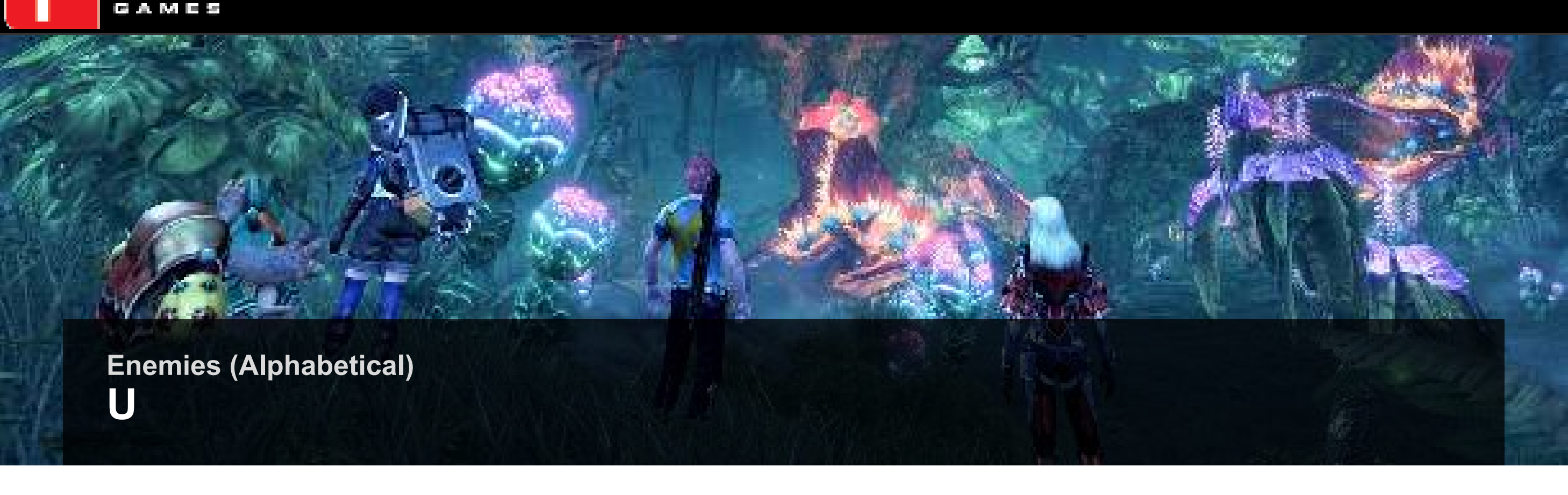
HP	70652-85489
Melee Attack	759-983
Melee Accuracy	213-246
Ranged Attack	722-935
Ranged Accuracy	203-235
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Unfertilized Auravis Egg, Auravis Croaking Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing



Uluora, the Burgeoning

Designation	Tyrant
Level	22
Experience	170
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	55312
Melee Attack	263
Melee Accuracy	158
Ranged Attack	269
Ranged Accuracy	152
Potential	277
Evasion	62

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Monoceros Hoof Hook, Gold Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

Umbral Adsecula

Designation	Normal
Level	41-50
Experience	136-188
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	38907-47078
Melee Attack	516-668
Melee Accuracy	208-240
Ranged Attack	516-668
Ranged Accuracy	203-235
Potential	543-704
Evasion	123-157

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Adsecula Gold Nugget, Adsecula Straw, Poisonous Needle, Small Insect Leg, Tatty Insect Wing

Uncanny Murra

Designation	Normal
Level	51-70
Experience	384-646
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	73056-99313
Melee Attack	723-1097
Melee Accuracy	244-290
Ranged Attack	796-1207
Ranged Accuracy	244-292
Potential	723-1097
Evasion	173-225

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Multicolor Murra Wing, Brillant Murra Liquid, Black Fog Deposits, Supple Leather

Uncanny Vesper

Designation	Normal
Level	21-30
Experience	106-175
Location	Oblivion
Time	0:00-0:00
Weather	All

Stats

HP	21326-36328
Melee Attack	275-406
Melee Accuracy	152-183
Ranged Attack	250-369
Ranged Accuracy	140-170
Potential	250-369
Evasion	60-93

Attribute Resistances

Physical	0
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Vesper Fry, Vesper Hair Clip, Vesper Fang, Black Fog Deposits, Taut Leather

Unlimited Output Zig

Designation	Tyrant
Level	43
Experience	517
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	190228
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1035
Ranged Accuracy	285
Potential	0
Evasion	65

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Ziggian Long Antennae, Upgraded Shaft Part, Upgraded Sensor Part, Standard Sensor Part

Urdu’s Qmoeva

Designation	Tyrant
Level	55
Experience	1044
Location	Cauldros
Time	0:00-5:00
Weather	All

Stats

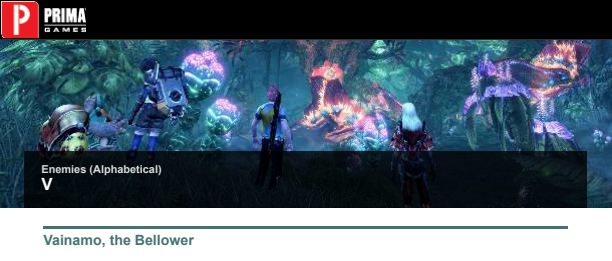
HP	230965
Melee Attack	1149
Melee Accuracy	273
Ranged Attack	1264
Ranged Accuracy	267
Potential	1149
Evasion	187

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

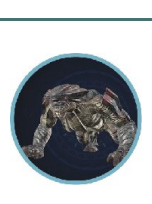
Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank



Enemies (Alphabetical)

V

Vainamo, the Bellower



Designation	Tyrant
Level	39
Experience	1929
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	1362183
Melee Attack	1746
Melee Accuracy	222
Ranged Attack	1417
Ranged Accuracy	196
Potential	1455
Evasion	117

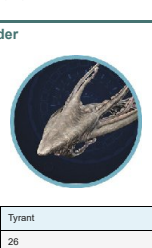
Attribute Resistances

Physical	5
Beam	-45
Ether	-20
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Vigent Blood, Black Vigent Rock Scalp, Quality Vigent Claw, Warrior Race's Seal, Rugged Skin

Valeriano, the Rolling Thunder



Designation	Tyrant
Level	26
Experience	616
Location	Oblivia
Time	0:00-0:00
Weather	Electromagnetic Storms

Stats

HP	391144
Melee Attack	589
Melee Accuracy	196
Ranged Attack	665
Ranged Accuracy	190
Potential	604
Evasion	72

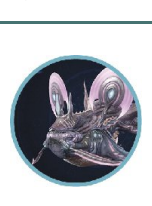
Attribute Resistances

Physical	5
Beam	-45
Ether	-20
Thermal	5
Electric	100
Gravity	-20

Salvageable Materials

Duoguill Broth, Black Electrical Tentacle, Fine Duoguill Fishmeal, Pristine Spicule, Small Dorsal Fin

Valiant Ceto



Designation	Normal
Level	41-50
Experience	895-1235
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	780839-944820
Melee Attack	1926-2496
Melee Accuracy	234-270
Ranged Attack	1778-2304
Ranged Accuracy	233-270
Potential	1482-1920
Evasion	106-135

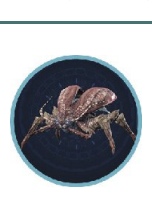
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Ceto Roe, Unlucky Black Whisker, Pink Ceto Membrane, Large Saw Tooth, Tasty Fish Belly, Fatty Fish Belly

Vampire Blatta



Designation	Normal
Level	31-40
Experience	69-98
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	25589-35822
Melee Attack	332-454
Melee Accuracy	178-205
Ranged Attack	332-454
Ranged Accuracy	173-200
Potential	350-478
Evasion	88-115

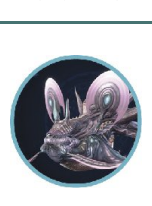
Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Red Blatta Wing, Small Insect Leg, Tatty Insect Wing

Vanguard Ceto



Designation	Normal
Level	51-60
Experience	1273-1638
Location	Cauldros
Time	19:00-5:00
Weather	All

Stats

HP	963017-1126954
Melee Attack	2566-3198
Melee Accuracy	274-315
Ranged Attack	2368-2952
Ranged Accuracy	274-316
Potential	1974-2460
Evasion	138-171

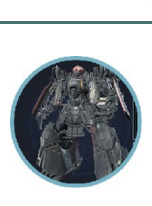
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Ceto Roe, Unlucky Black Whisker, Pink Ceto Membrane, Large Saw Tooth, Tasty Fish Belly, Fatty Fish Belly

Vasara



Designation	Boss
Level	35
Experience	3629
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	282310
Melee Attack	446
Melee Accuracy	190
Ranged Attack	446
Ranged Accuracy	185
Potential	406
Evasion	90

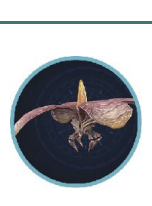
Attribute Resistances

Physical	35
Beam	-10
Ether	40
Thermal	35
Electric	-20
Gravity	-5

Salvageable Materials

Vasara War Medal, Tempus Glyph, Black Steel Heavy Armor

Vegetal, the Heatcrux



Designation	Tyrant
Level	49
Experience	798
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	157198
Melee Attack	978
Melee Accuracy	247
Ranged Attack	978
Ranged Accuracy	242
Potential	978
Evasion	157

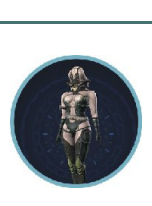
Attribute Resistances

Physical	45
Beam	-20
Ether	-20
Thermal	5
Electric	5
Gravity	-20

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Crimson Sacrifole Feather, Shimmering Silk, Scratched Jewel

Vendura, the Spellbinder



Designation	Tyrant
Level	20
Experience	98
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	36752
Melee Attack	215
Melee Accuracy	150
Ranged Attack	225
Ranged Accuracy	152
Potential	258
Evasion	52

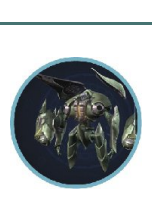
Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Prone Coin Purse, Fine Black Belt, Broken Buckle

Vendura's Galdr



Designation	Tyrant
Level	50
Experience	988
Location	Oblivia
Time	19:00-5:00
Weather	All

Stats

HP	228972
Melee Attack	1082
Melee Accuracy	258
Ranged Attack	1184
Ranged Accuracy	289
Potential	1008
Evasion	141

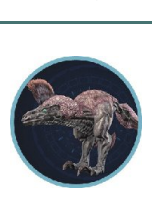
Attribute Resistances

Physical	100
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

E.M. Unit, Galdr Head, Reinforced Plug, Multi-wire, All-Purpose Plug

Vermilion Insidia



Designation	Normal
Level	41-50
Experience	241-333
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	61928-74934
Melee Attack	570-739
Melee Accuracy	213-246
Ranged Attack	529-686
Ranged Accuracy	203-235
Potential	543-704
Evasion	109-138

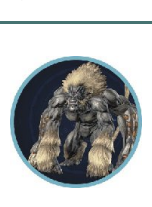
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Ornate Insidia Claw, Insidia Mohawk, Bone-in Thigh Meat, Chipped Talon, Stiff Hair

Vice Simius



Designation	Normal
Level	31-40
Experience	282-400
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	53796-75308
Melee Attack	603-824
Melee Accuracy	173-199
Ranged Attack	537-734
Ranged Accuracy	168-195
Potential	525-717
Evasion	88-115

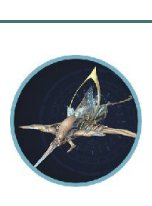
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Golden Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Vilem, the Gold-Scaled



Designation	Tyrant
Level	45
Experience	398
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	125818
Melee Attack	644
Melee Accuracy	213
Ranged Attack	579
Ranged Accuracy	225
Potential	644
Evasion	150

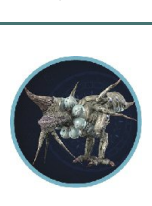
Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Light-Speed Jet Fin, Beryl Aetrygon Horn, Fresh Fish Meat, Rotten Meat

Villainous Caecus



Designation	Normal
Level	41-50
Experience	241-333
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	64621-78192
Melee Attack	543-704
Melee Accuracy	202-234
Ranged Attack	570-739
Ranged Accuracy	203-235
Potential	543-704
Evasion	112-142

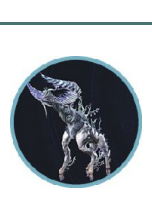
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

White Meaty Caecus Liver, Caecus Crest, Bone-In Thigh Meat, Squishy Cartilage, Slimy Epithelium

Violet Cervus



Designation	Normal
Level	51-60
Experience	1212-1560
Location	Oblivia
Time	19:00-5:00
Weather	All

Stats

HP	438339-512958
Melee Attack	1283-1599
Melee Accuracy	244-280
Ranged Attack	1346-1681
Ranged Accuracy	239-275
Potential	1316-1640
Evasion	161-199

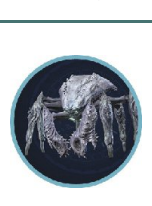
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lucky Cervus Sapling, Longevity Bough, Purple Cervus Antlers, Large Hoof, Supple Leather

Violet Forfex



Designation	Normal
Level	1-10
Experience	18-50
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1131-6452
Melee Attack	37-130
Melee Accuracy	110-129
Ranged Attack	30-106
Ranged Accuracy	105-123
Potential	33-118
Evasion	13-29

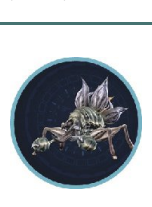
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Blue Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Violet Germivore



Designation	1-10
Experience	9-25
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	1019-5813
Melee Attack	29-102
Melee Accuracy	99-116
Ranged Attack	29-102
Ranged Accuracy	95-112
Potential	31-108
Evasion	16-36

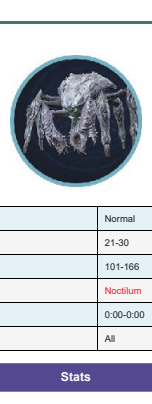
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Viridian Forfex



Designation	Normal
Level	21-30
Experience	101-166
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	15991-27239
Melee Attack	275-406
Melee Accuracy	152-183
Ranged Attack	225-332
Ranged Accuracy	147-178
Potential	250-369
Evasion	49-76

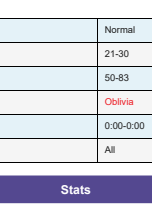
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Forfex Miso, Blue Forfex Shell, Pristine Pincers, Small Shell, Broken Pincer

Viridian Germivore



Designation	Normal
Level	21-30
Experience	50-83
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	137-166
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	60-93

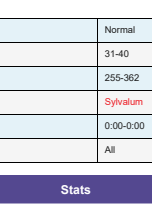
Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Viridian Monoceros



Designation	Normal
Level	31-40
Experience	255-362
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	498-681
Melee Accuracy	182-210
Ranged Attack	511-698
Ranged Accuracy	177-205
Potential	525-717
Evasion	92-120

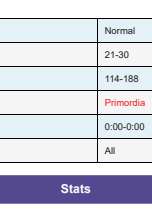
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Monoceros Hoof Hook, Green Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

Viridian Saltat



Designation	Normal
Level	21-30
Experience	114-188
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	250-369
Melee Accuracy	148-179
Ranged Attack	250-369
Ranged Accuracy	143-174
Potential	250-369
Evasion	56-87

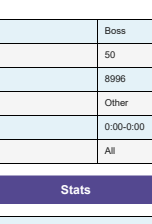
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Vita



Designation	Boss
Level	50
Experience	8996
Location	Other
Time	0:00-0:00
Weather	All

Stats

HP	456120
Melee Attack	704
Melee Accuracy	240
Ranged Attack	704
Ranged Accuracy	235
Potential	704
Evasion	150

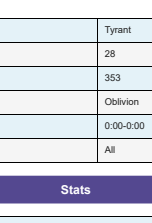
Attribute Resistances

Physical	30
Beam	-5
Ether	40
Thermal	30
Electric	-10
Gravity	-20

Salvageable Materials

Silver Vita Core, Libertas Glyph, Golden Armor

Vittorio, the Battle-Scarred



Designation	Tyrant
Level	28
Experience	353
Location	Oblivion
Time	0:00-0:00
Weather	All

Stats

HP	74421
Melee Attack	589
Melee Accuracy	153
Ranged Attack	540
Ranged Accuracy	148
Potential	491
Evasion	75

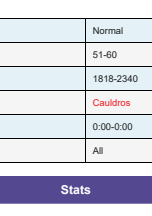
Attribute Resistances

Physical	50
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Topaz Wine, Tectinsula Back Moss, Tectinsula Shell, Luminescent Antenna, Dried Seaweed Lichen, Viscous Humour

Volcannon Cinicula



Designation	Normal
Level	51-60
Experience	1818-2340
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	680481-796321
Melee Attack	2368-2952
Melee Accuracy	231-266
Ranged Attack	2368-2952
Ranged Accuracy	227-261
Potential	1974-2460
Evasion	100-123

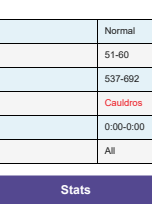
Attribute Resistances

Physical	35
Beam	-25
Ether	-25
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Maple Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Volcannon Monoceros



Designation	Normal
Level	51-60
Experience	537-692
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	99622-116581
Melee Attack	937-1168
Melee Accuracy	250-287
Ranged Attack	961-1198
Ranged Accuracy	244-281
Potential	987-1230
Evasion	161-199

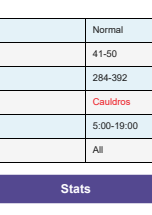
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Monoceros Hoof Horn, Brown Monoceros Horn, Monoceros Wing, Slender Horn, Worn Muscle Fiber

Volcannon Sacrifole



Designation	Normal
Level	41-50
Experience	284-392
Location	Cauldros
Time	5:00-19:00
Weather	All

Stats

HP	47119-57015
Melee Attack	543-704
Melee Accuracy	208-240
Ranged Attack	543-704
Ranged Accuracy	203-235
Potential	543-704
Evasion	120-153

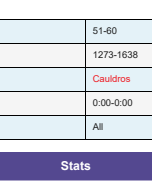
Attribute Resistances

Physical	40
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Diamond Seed, Spicy Sacrifole Pollen, Silver Sacrifole Feather, Shimmering Silk, Scratched Jewel

Volcannon Tersqual



Designation	51-60
Experience	1273-1638
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	478185-559588
Melee Attack	1512-1884
Melee Accuracy	256-294
Ranged Attack	1512-1884
Ranged Accuracy	250-288
Potential	1315-1639
Evasion	130-161

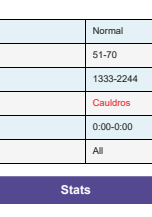
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	10
Electric	-25
Gravity	0

Salvageable Materials

Tersqual Fire Pouch, Tersqual Eel Kebab, Brilliant Tersqual Liquid, Juicy Wild Meat, Rough Skin

Volcannon Vigent



Designation	Normal
Level	51-70
Experience	1333-2244
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	518037-704223
Melee Attack	1579-2395
Melee Accuracy	256-304
Ranged Attack	1283-1946
Ranged Accuracy	227-270
Potential	1316-1996
Evasion	154-200

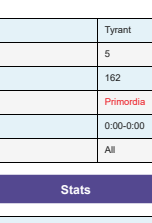
Attribute Resistances

Physical	0
Beam	-50
Ether	-25
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

Vigent Blood, Black Vigent Rock Scalp, Quality Vigent Claw, Warrior Race's Seal, Rugged Skin

Volkampf, the Pursuer



Designation	Tyrant
Level	5
Experience	162
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	8043
Melee Attack	78
Melee Accuracy	112
Ranged Attack	78
Ranged Accuracy	107
Potential	65
Evasion	15

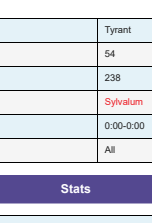
Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

—

Vorpall, the Sickle-Fanged



Designation	Tyrant
Level	54
Experience	238
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	117275
Melee Attack	672
Melee Accuracy	268
Ranged Attack	672
Ranged Accuracy	263
Potential	747
Evasion	182

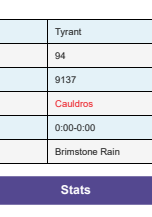
Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

Vortice, the Deific Blast



Designation	Tyrant
Level	94
Experience	9137
Location	Cauldros
Time	0:00-0:00
Weather	Brimstone Rain

Stats

HP	8468097
Melee Attack	5791
Melee Accuracy	418
Ranged Attack	5791
Ranged Accuracy	412
Potential	5148
Evasion	317

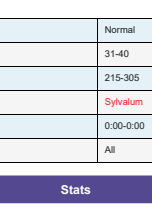
Attribute Resistances

Physical	50
Beam	25
Ether	25
Thermal	100
Electric	100
Gravity	25

Salvageable Materials

Reverse Colubrim Scale, Brown Colubrim Tail, Colubrim Eel Kebab, Quality Scale, Pristine Whiskers

Vulcan Barrager Zig



Designation	Normal
Level	31-40
Experience	215-305
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	51661-72319
Melee Attack	0
Melee Accuracy	0
Ranged Attack	682-932
Ranged Accuracy	242-280
Potential	0
Evasion	44-57

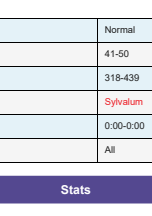
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Vulcan Gunner Zig



Designation	Normal
Level	41-50
Experience	318-439
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	80776-97740
Melee Attack	0
Melee Accuracy	0
Ranged Attack	963-1248
Ranged Accuracy	284-329
Potential	0
Evasion	59-75

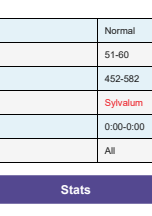
Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part

Vulcan Launcher Zig



Designation	Normal
Level	51-60
Experience	452-582
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

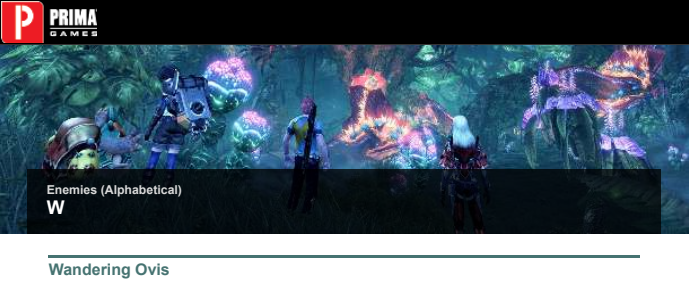
HP	99622-116581
Melee Attack	0
Melee Accuracy	0
Ranged Attack	1283-1599
Ranged Accuracy	334-385
Potential	0
Evasion	77-95

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Ziggian Long Antennae, Standard Shaft, Hi-Spec Sensor Module, Standard Sensor Part



Enemies (Alphabetical)

W

Wandering Ovis

Designation	Normal
Level	31-40
Experience	144-204
Location	Sylvalum
Time	0:00-0:00
Weather	All (Except Spores)

Stats

HP	36163-50623
Melee Attack	385-525
Melee Accuracy	173-199
Ranged Attack	346-473
Ranged Accuracy	168-195
Potential	385-525
Evasion	88-115

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Cimmerian Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

War Emperor Qmoeva

Designation	41-50
Experience	437-604
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	77383-93634
Melee Attack	741-960
Melee Accuracy	208-240
Ranged Attack	815-1056
Ranged Accuracy	203-235
Potential	741-960
Evasion	123-157

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

War Kaizer Qmoeva

Designation	Normal
Level	51-70
Experience	622-1047
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	95438-129739
Melee Attack	987-1497
Melee Accuracy	244-290
Ranged Attack	1085-1646
Ranged Accuracy	239-285
Potential	987-1497
Evasion	161-210

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Bloodied Face, Qmoevan Capacitor, Reinforced Frame, Dual Boards, Quality Crank

Warlord Ictus

Designation	Normal
Level	31-40
Experience	634-898
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	227308-318201
Melee Attack	839-1146
Melee Accuracy	213-246
Ranged Attack	769-1050
Ranged Accuracy	173-200
Potential	734-1002
Evasion	88-115

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Lone Red Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Wasteland Evello

Designation	Normal
Level	11-20
Experience	51-88
Location	Oblivia
Time	5:00-19:00
Weather	All

Stats

HP	9465-20143
Melee Attack	128-225
Melee Accuracy	125-143
Ranged Attack	122-214
Ranged Accuracy	117-134
Potential	135-236
Evasion	35-53

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Ebony Evello Egg, Robust Evello Horn, Bone-In Thigh Meat, Chipped Talon, Worn Muscle Fiber

Welkin Auravis

Designation	Normal
Level	21-30
Experience	141-232
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	25437-43330
Melee Attack	350-516
Melee Accuracy	148-179
Ranged Attack	333-491
Ranged Accuracy	140-170
Potential	342-504
Evasion	57-89

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Unfertilized Auravis Egg, Auravis Laughing Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Welkin Levitath

Designation	41-50
Experience	852-1176
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	371571-449604
Melee Attack	938-1216
Melee Accuracy	197-228
Ranged Attack	1136-1472
Ranged Accuracy	203-235
Potential	988-1280
Evasion	118-150

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Sparkling Blue Gem, Levitath Sun Bead, Levitath Feather, Nutritious Microbes, Sturdy Drakebone

Wenzel, the Inebriated

Designation	Tyrant
Level	70
Experience	1020
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	243769
Melee Attack	1122
Melee Accuracy	304
Ranged Attack	1122
Ranged Accuracy	299
Potential	1152
Evasion	210

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Saltat Horn, Golden Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Western Suid

Designation	11-20
Experience	45-78
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	9465-20143
Melee Attack	128-225
Melee Accuracy	121-139
Ranged Attack	115-202
Ranged Accuracy	114-131
Potential	128-225
Evasion	34-51

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Marbled Suid Fillet, Suid Fillet, Appetizing Suid Tail, Muscled Suid Bulge, Succulent Meat, Fleecy Fur

Whirling Terebra

Designation	21-30
Experience	106-175
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	22296-37979
Melee Attack	263-388
Melee Accuracy	145-175
Ranged Attack	225-332
Ranged Accuracy	140-170
Potential	250-369
Evasion	59-91

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Terebra Paw Stamp, Terebra Water Grease, Sharp Ear, Perforated Oar, Taut Leather

White Blatta

Designation	Normal
Level	1-10
Experience	7-20
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1019-5813
Melee Attack	27-97
Melee Accuracy	105-123
Ranged Attack	27-97
Ranged Accuracy	100-118
Potential	31-108
Evasion	15-34

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

White Ovis

Designation	Normal
Level	21-30
Experience	84-138
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	20357-34677
Melee Attack	250-369
Melee Accuracy	141-170
Ranged Attack	225-332
Ranged Accuracy	136-165
Potential	250-369
Evasion	55-85

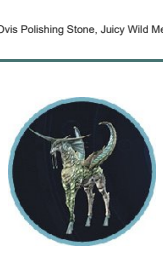
Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Tricolored Ovis Meat, Cimmerian Pom Pom, Ovis Polishing Stone, Juicy Wild Meat, Fleecy Fur

White Progen



Designation	Normal
Level	11-20
Experience	80-138
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	12907-27468
Melee Attack	171-299
Melee Accuracy	125-143
Ranged Attack	166-292
Ranged Accuracy	123-141
Potential	175-307
Evasion	37-56

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Progen Hoof Seal, OrnatE Progen Horn, Blue Progen Wing, Large Hoof, Small Scale

Wild Mephite

Designation	Normal
Level	11-20
Experience	57-99
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	9895-21058
Melee Attack	115-202
Melee Accuracy	125-143
Ranged Attack	135-236
Ranged Accuracy	120-138
Potential	128-225
Evasion	39-59

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Mephite Stinkbag, Green Puff, Mephite Ear Hair, Lightweight Pelt, Fleecy Fur

Wind Auravis

Designation	Normal
Level	21-30
Experience	141-232
Location	Noctilum
Time	5:00-19:00
Weather	All

Stats

HP	25437-43330
Melee Attack	350-516
Melee Accuracy	148-179
Ranged Attack	333-491
Ranged Accuracy	140-170
Potential	342-504
Evasion	57-89

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	-25

Salvageable Materials

Unfertilized Auravis Egg, Auravis Laughing Bag, Auravis Horn, Auravis Courtship Feather, Cracked Bill, Filthy Wing

Wise Aprica

Designation	Normal
Level	21-30
Experience	336-552
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	133777-227879
Melee Attack	524-772
Melee Accuracy	137-166
Ranged Attack	524-772
Ranged Accuracy	154-187
Potential	406-672
Evasion	38-59

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Fine Aprica Wood, Aprica Back Moss, Redwood Aprica Antlers, Slender Horn, Rough Skin

Wise Progen

Designation	Normal
Level	21-30
Experience	149-245
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	29082-49539
Melee Attack	333-491
Melee Accuracy	145-175
Ranged Attack	324-478
Ranged Accuracy	143-174
Potential	342-504
Evasion	59-91

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Progen Hoof Seal, Ornate Progen Horn, Silver Progen Wing, Large Hoof, Small Scale

Witch Papil

Designation	Normal
Level	21-30
Experience	54-88
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	14007-23861
Melee Attack	238-351
Melee Accuracy	145-175
Ranged Attack	250-369
Ranged Accuracy	147-178
Potential	250-369
Evasion	56-86

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Flowering Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Witless Saltat

Designation	Normal
Level	31-40
Experience	200-283
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	46495-65087
Melee Attack	404-552
Melee Accuracy	186-215
Ranged Attack	404-552
Ranged Accuracy	181-210
Potential	385-525
Evasion	92-120

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Wizard Papil

Designation	Normal
Level	31-40
Experience	92-131
Location	Sylvalum
Time	5:00-19:00
Weather	All

Stats

HP	24882-34833
Melee Attack	365-499
Melee Accuracy	178-205
Ranged Attack	385-525
Ranged Accuracy	181-210
Potential	385-525
Evasion	89-117

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	-25

Salvageable Materials

Flowering Papil Scales, Papil Straw, Poisonous Needle, Musky Nectar, Viscous Humour

Valyrian, the Iron Cleaver

Designation	Tyrant
Level	48
Experience	850
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	193767
Melee Attack	1145
Melee Accuracy	292
Ranged Attack	1049
Ranged Accuracy	238
Potential	1001
Evasion	149

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Lone White Ictus Stinger, Ictus Shell, Pristine Insect Jaw, Lead Carapace

Wood Lepyx

Designation	Normal
Level	1-10
Experience	29-82
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	2314-13199
Melee Attack	53-186
Melee Accuracy	115-135
Ranged Attack	48-170
Ranged Accuracy	110-129
Potential	46-162
Evasion	12-26

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Lepyx Sunstone, Lepyx Jaw Meat, Lepyx Elastic Cell, Dull Stone, Supple Leather

Wood Potamus

Designation	Normal
Level	21-30
Experience	112-184
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	24235-41282
Melee Attack	256-378
Melee Accuracy	145-175
Ranged Attack	256-378
Ranged Accuracy	140-170
Potential	250-369
Evasion	49-76

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Potamus Life Lung, Hot Potamus Juice, Hulking Incisor, Succulent Meat, Muddy Pelt

Wood Scirpo

Designation	Normal
Level	31-40
Experience	255-362
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	37644-52696
Melee Attack	511-698
Melee Accuracy	178-205
Ranged Attack	511-698
Ranged Accuracy	173-200
Potential	525-717
Evasion	88-115

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Wootz Blatta

Designation	Normal
Level	21-30
Experience	40-66
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	205-302
Melee Accuracy	145-175
Ranged Attack	205-302
Ranged Accuracy	140-170
Potential	228-336
Evasion	57-89

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Silver Blatta Wing, Small Insect Leg, Tatty Insect Wing

WR512: Urdu

Designation	Tyrant
Level	62
Experience	497
Location	Cauldros
Time	5:00-0:00
Weather	All

Stats

HP	145624
Melee Attack	986
Melee Accuracy	296
Ranged Attack	986
Ranged Accuracy	290
Potential	1076
Evasion	221

Attribute Resistances

Physical	5
Beam	-20
Ether	15
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Fine Black Belt, Broken Buckle

Wrathful Simius

Designation	Normal
Level	41-50
Experience	417-576
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	84115-101779
Melee Attack	852-1104
Melee Accuracy	202-234
Ranged Attack	759-983
Ranged Accuracy	197-229
Potential	741-960
Evasion	118-150

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Green Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Wrothian Enacter

Designation	Boss
Level	32
Experience	360
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	15247
Melee Attack	300
Melee Accuracy	159
Ranged Attack	258
Ranged Accuracy	140
Potential	273
Evasion	72

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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Wrothian Sneaker

Designation	Boss
Level	32
Experience	360
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	14476
Melee Attack	258
Melee Accuracy	152
Ranged Attack	258
Ranged Accuracy	147
Potential	273
Evasion	81

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

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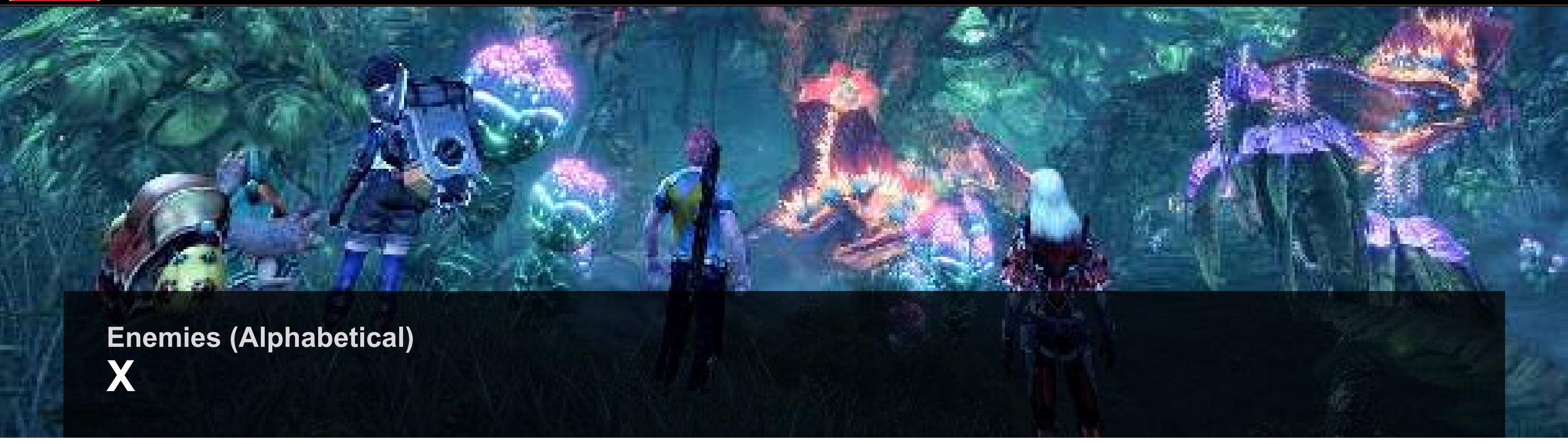
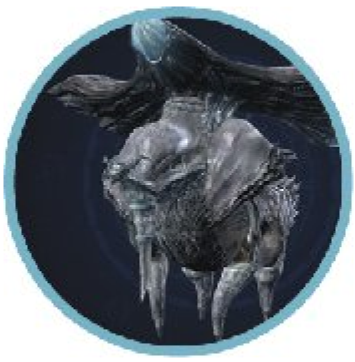


Xair, the Cerulean Walker



Designation	Tyrant
Level	75
Experience	4271
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

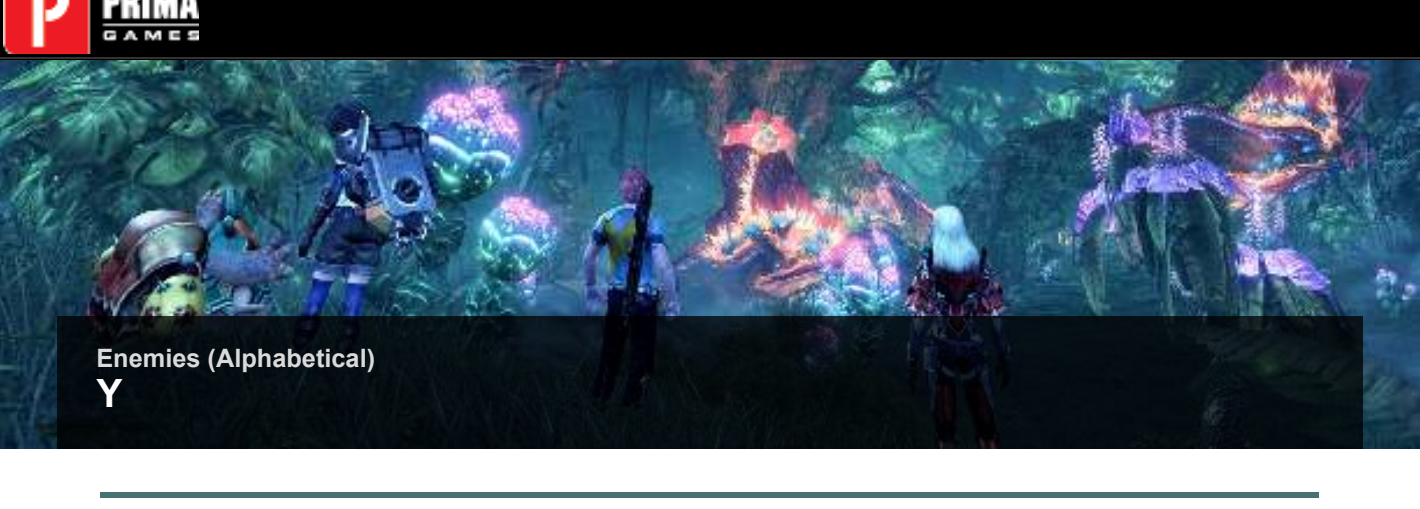
HP	2281371
Melee Attack	3195
Melee Accuracy	294
Ranged Attack	3423
Ranged Accuracy	296
Potential	2282
Evasion	53

Attribute Resistances

Physical	5
Beam	5
Ether	20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Coronid Larynx, Coronid Dung, Thick Coronid Hide, Obsidian Cluster, Tough Tendon, Obsidian Fragment, Rugged Skin



Enemies (Alphabetical)

Y

Yama, the Obliviator

Designation	Tyrant
Level	33
Experience	1123
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	705726
Melee Attack	1031
Melee Accuracy	183
Ranged Attack	912
Ranged Accuracy	169
Potential	793
Evasion	49

Attribute Resistances

Physical	5
Beam	-20
Ether	100
Thermal	5
Electric	5
Gravity	5

Salvageable Materials

Sylooth Tonic Water, Blue Sylooth Brace, Quality Giant Cells, Distilled Sap, White Fungal Egg

Ya-rhat, the Thundercloud

Designation	Tyrant
Level	49
Experience	798
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	211068
Melee Attack	1101
Melee Accuracy	223
Ranged Attack	1003
Ranged Accuracy	230
Potential	979
Evasion	168

Attribute Resistances

Physical	35
Beam	-20
Ether	15
Thermal	15
Electric	-20
Gravity	-45

Salvageable Materials

Fal-swo Solar Crest, Black Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Yelena, the Sequestered

Designation	Tyrant
Level	34
Experience	430
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	106064
Melee Attack	604
Melee Accuracy	197
Ranged Attack	601
Ranged Accuracy	191
Potential	617
Evasion	101

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Scirpo Silk, Scirpo Malic Acid Sac, Sticky Scirpo Silk, Pristine Claw, Pristine Insect Leg, Cracked Claw

Yellow Arenatect

Designation	Normal
Level	21-30
Experience	157-258
Location	Cauldros
Time	0:00-0:00
Weather	All

Stats

HP	22412-38178
Melee Attack	393-579
Melee Accuracy	134-161
Ranged Attack	376-554
Ranged Accuracy	129-157
Potential	342-504
Evasion	55-85

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Red Brandy, Eternal Arenatect Moss, Arenatect Shell, Luminescent Antenna, Blue Fungi, Viscous Humour

Yessenia, the Husky-Voiced

Designation	Tyrant
Level	23
Experience	192
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	44962
Melee Attack	276
Melee Accuracy	156
Ranged Attack	305
Ranged Accuracy	158
Potential	291
Evasion	61

Attribute Resistances

Physical	40
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	-20

Salvageable Materials

Shiny Mortifole Seed, Mortifole Pollen, Golden Mortifole Feather, Fluffy Tuft, Broken Antenna

Ymir Gularth

Designation	Normal
Level	51-80
Experience	2182-4579
Location	Cauldros
Time	0:00-0:00
Weather	Brimstone Rain

Stats

HP	929438-1439309
Melee Attack	2467-4417
Melee Accuracy	225-323
Ranged Attack	2368-4240
Ranged Accuracy	221-319
Potential	1974-3534
Evasion	77-137

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	50
Electric	-25
Gravity	-25

Salvageable Materials

Gularthian Everflame, Gularthian Flint, Scorching Giant Cells, Lava Crystal, Flaming Rock

Young Blatta

Designation	Normal
Level	41-50
Experience	102-141
Location	Primordia
Time	19:00-5:00
Weather	All

Stats

HP	40011-48413
Melee Attack	444-576
Melee Accuracy	208-240
Ranged Attack	444-576
Ranged Accuracy	203-235
Potential	494-640
Evasion	118-150

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

Young Cinicula

Designation	Normal
Level	11-20
Experience	84-146
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	11007-23424
Melee Attack	210-369
Melee Accuracy	118-135
Ranged Attack	210-369
Ranged Accuracy	114-131
Potential	175-307
Evasion	22-34

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Melon Oil, Thick Cinicula Horn, Giant Cinicula Jaw, Cinicula Shell, Refined Horn, Gooey Gunge

Young Grex

Designation	Normal
Level	1-10
Experience	21-59
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	1646-9388
Melee Attack	36-127
Melee Accuracy	107-126
Ranged Attack	30-106
Ranged Accuracy	92-109
Potential	34-118
Evasion	15-34

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Grex Wisdom Tooth, Jagged Grex Tail, White Mirrorglass, Slimy Tongue, Muddy Pelt

Young Simius

Designation	Normal
Level	11-20
Experience	88-153
Location	Primordia
Time	5:00-19:00
Weather	All

Stats

HP	13441-28603
Melee Attack	201-353
Melee Accuracy	121-139
Ranged Attack	179-315
Ranged Accuracy	117-134
Potential	175-307
Evasion	35-53

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	-50
Electric	0
Gravity	0

Salvageable Materials

Simius Snack Stash, Supple Tail, Red Simius Mane, Muscled Simius Bulge, Hard Backbone, Stiff Hair

Young Unafulge

Designation	Normal
Level	1-10
Experience	9-25
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	1166-6650
Melee Attack	30-106
Melee Accuracy	107-126
Ranged Attack	30-106
Ranged Accuracy	102-120
Potential	34-118
Evasion	16-35

Attribute Resistances

Physical	0
Beam	0
Ether	-25
Thermal	0
Electric	-50
Gravity	-25

Salvageable Materials

Unafulge Numbing Toxin, Steel Unafulge Cell, Transparent Membrane, Opaque Membrane

Ytterby Petramand

Designation	Normal
Level	41-50
Experience	378-521
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	58859-71219
Melee Attack	778-1008
Melee Accuracy	218-252
Ranged Attack	703-912
Ranged Accuracy	203-235
Potential	741-960
Evasion	112-142

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Rainbow Metal, Golden Petramand Silk, Gray Shell, Ornate Petramand Claw, Iron Lump, Cracked Claw

Yuiro, the Luxuriant

Designation	Tyrant
Level	51-55
Experience	925-1035
Location	Noctilum
Time	0:00-0:00
Weather	All

Stats

HP	110979-119376
Melee Attack	690-766
Melee Accuracy	256-273
Ranged Attack	690-766
Ranged Accuracy	250-267
Potential	690-766
Evasion	177-196

Attribute Resistances

Physical	25
Beam	5
Ether	-20
Thermal	-20
Electric	5
Gravity	5

Salvageable Materials

Gold Ingot, Medicinal Blatta Oil, Golden Blatta Wing, Small Insect Leg, Tatty Insect Wing

Yune, the Ambusher

Designation	Tyrant
Level	20
Experience	116
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

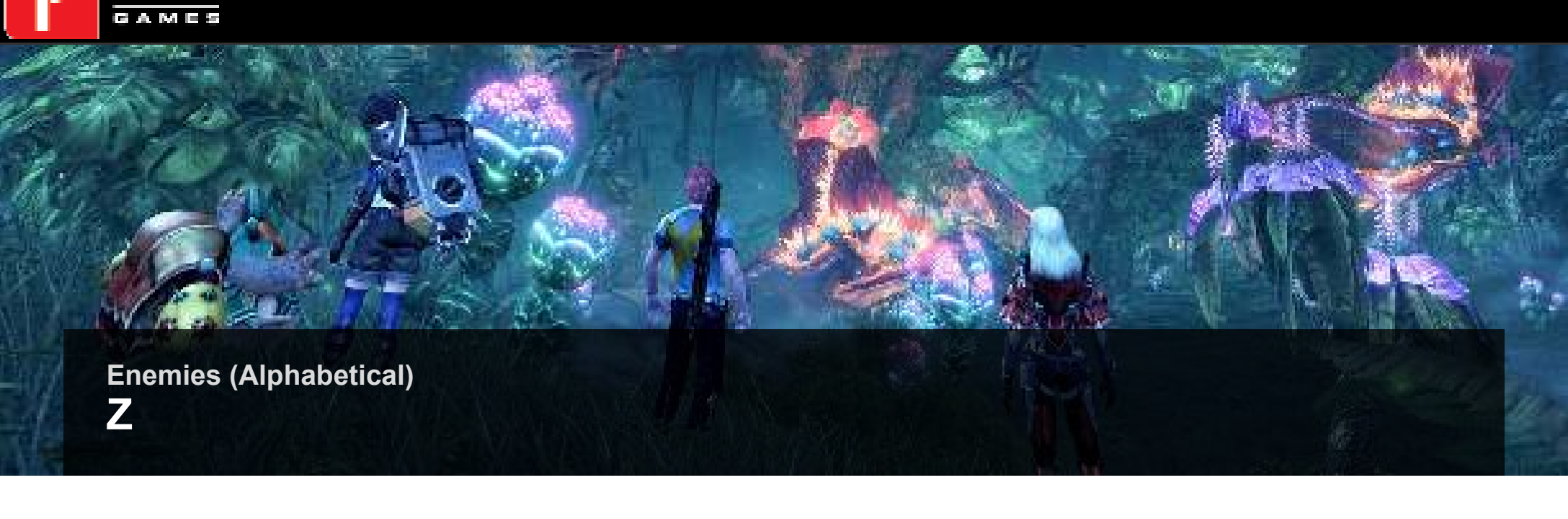
HP	41202
Melee Attack	212
Melee Accuracy	153
Ranged Attack	236
Ranged Accuracy	152
Potential	236
Evasion	55

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	5
Electric	-45
Gravity	-20

Salvageable Materials

Visigel Waterfall Orb, Brilliant Visigel Liquid, Glowing Retina, Opague Membrane



Enemies (Alphabetical)

Z

Zdenka, the Raucous

Designation	Tyrant
Level	60
Experience	1134
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	295047
Melee Attack	1353
Melee Accuracy	308
Ranged Attack	1353
Ranged Accuracy	303
Potential	1290
Evasion	209

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Saltat Horn, Sky Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Zeppelin Blatta

Designation	Normal
Level	11-20
Experience	22-37
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	6393-13605
Melee Attack	105-184
Melee Accuracy	125-143
Ranged Attack	105-184
Ranged Accuracy	120-138
Potential	117-205
Evasion	35-53

Attribute Resistances

Physical	20
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Medicinal Blatta Oil, Green Blatta Wing, Small Insect Leg, Tatty Insect Wing

Zeppelin Germivore

Designation	Normal
Level	21-30
Experience	50-83
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	14405-24538
Melee Attack	216-319
Melee Accuracy	137-166
Ranged Attack	216-319
Ranged Accuracy	133-161
Potential	228-336
Evasion	60-93

Attribute Resistances

Physical	35
Beam	0
Ether	-25
Thermal	-25
Electric	0
Gravity	0

Salvageable Materials

Sharp Germivore Jaw, Flowering Germivore Scales, Insect Jaw, Sticky Mucus

Zeulbe Caladar

Designation	Boss
Level	42
Experience	518
Location	Primordia
Time	0:00-0:00
Weather	All

Stats

HP	68885
Melee Attack	535
Melee Accuracy	211
Ranged Attack	535
Ranged Accuracy	206
Potential	561
Evasion	121

Attribute Resistances

Physical	35
Beam	-10
Ether	35
Thermal	35
Electric	-10
Gravity	-10

Salvageable Materials

—

Zirconium Fal-swo

Designation	Normal
Level	51-60
Experience	566-728
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	97497-114094
Melee Attack	1110-1383
Melee Accuracy	219-252
Ranged Attack	1011-1260
Ranged Accuracy	227-261
Potential	987-1230
Evasion	169-209

Attribute Resistances

Physical	30
Beam	-25
Ether	10
Thermal	10
Electric	-25
Gravity	-50

Salvageable Materials

Fal-swo Solar Crest, Ocher Stabilizer, Genuine Plate, Advanced Jet, Reinforced Jet

Zo Zazhi

Designation	Boss
Level	39
Experience	156
Location	Oblivia
Time	0:00-0:00
Weather	All

Stats

HP	37597
Melee Attack	438
Melee Accuracy	212
Ranged Attack	438
Ranged Accuracy	206
Potential	462
Evasion	126

Attribute Resistances

Physical	0
Beam	-25
Ether	10
Thermal	0
Electric	0
Gravity	0

Salvageable Materials

—

Zohan, the Thunderbolt

Designation	Tyrant
Level	64
Experience	3743
Location	Sylvalum
Time	0:00-0:00
Weather	Spores

Stats

HP	1954114
Melee Attack	2731
Melee Accuracy	357
Ranged Attack	3082
Ranged Accuracy	351
Potential	2803
Evasion	218

Attribute Resistances

Physical	5
Beam	-45
Ether	-20
Thermal	5
Electric	15
Gravity	-20

Salvageable Materials

Rich Scintimure Meat, Black Scintimure Tentacle, Scintimure Fat, Pristine Spicule, Small Dorsal Fin

Zorn, the Wanderer

Designation	Tyrant
Level	56
Experience	710
Location	Cauldros
Time	0:00-0:00
Weather	Rainbows

Stats

HP	204421
Melee Attack	863
Melee Accuracy	284
Ranged Attack	863
Ranged Accuracy	278
Potential	863
Evasion	187

Attribute Resistances

Physical	5
Beam	5
Ether	-20
Thermal	-45
Electric	5
Gravity	5

Salvageable Materials

Saltat Horn, Demonic Jewel, Glossy Saltat Fan, Vibrant Plume, Filthy Wing

Zu Pharg

Designation	Boss
Level	39
Experience	7020
Location	Sylvalum
Time	0:00-0:00
Weather	All

Stats

HP	931780
Melee Attack	600
Melee Accuracy	202
Ranged Attack	600
Ranged Accuracy	197
Potential	600
Evasion	56

Attribute Resistances

Physical	35
Beam	-5
Ether	35
Thermal	35
Electric	-5
Gravity	-30

Salvageable Materials

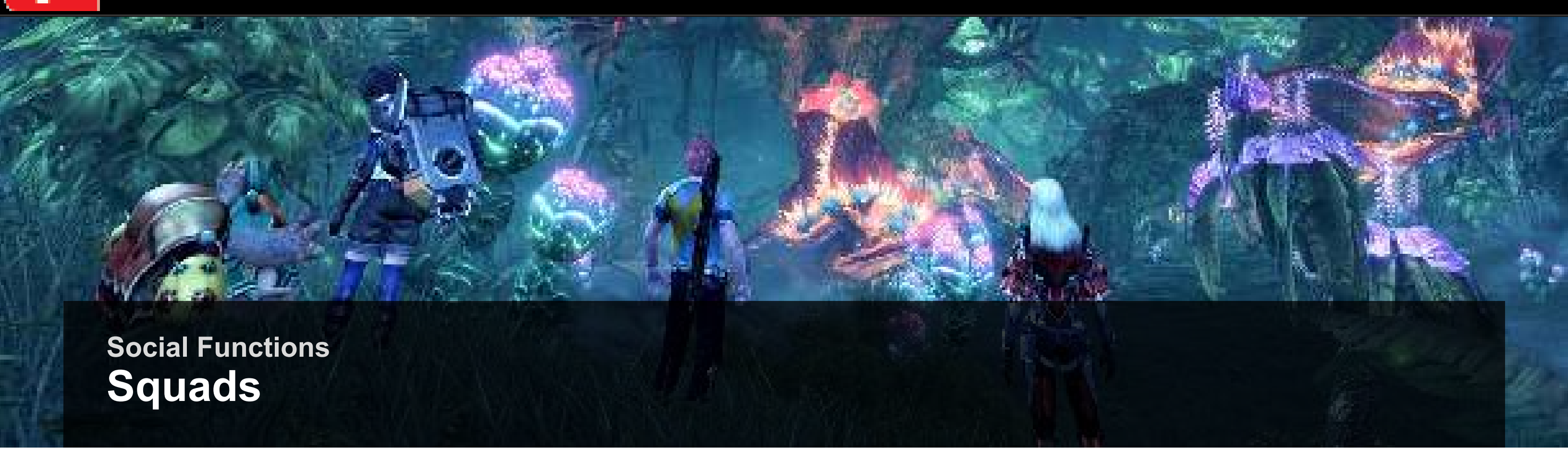
—

Social Functions

Overview

Spend five minutes in New LA's Administrative District and it becomes abundantly clear that you're not the only BLADE operative in town. Not by a long shot. After you complete Chapter 3, you'll be able to harness BLADE's institutional might in a very exciting way—by cooperating and sharing with other players who are actively exploring their own parallel versions of Mira.

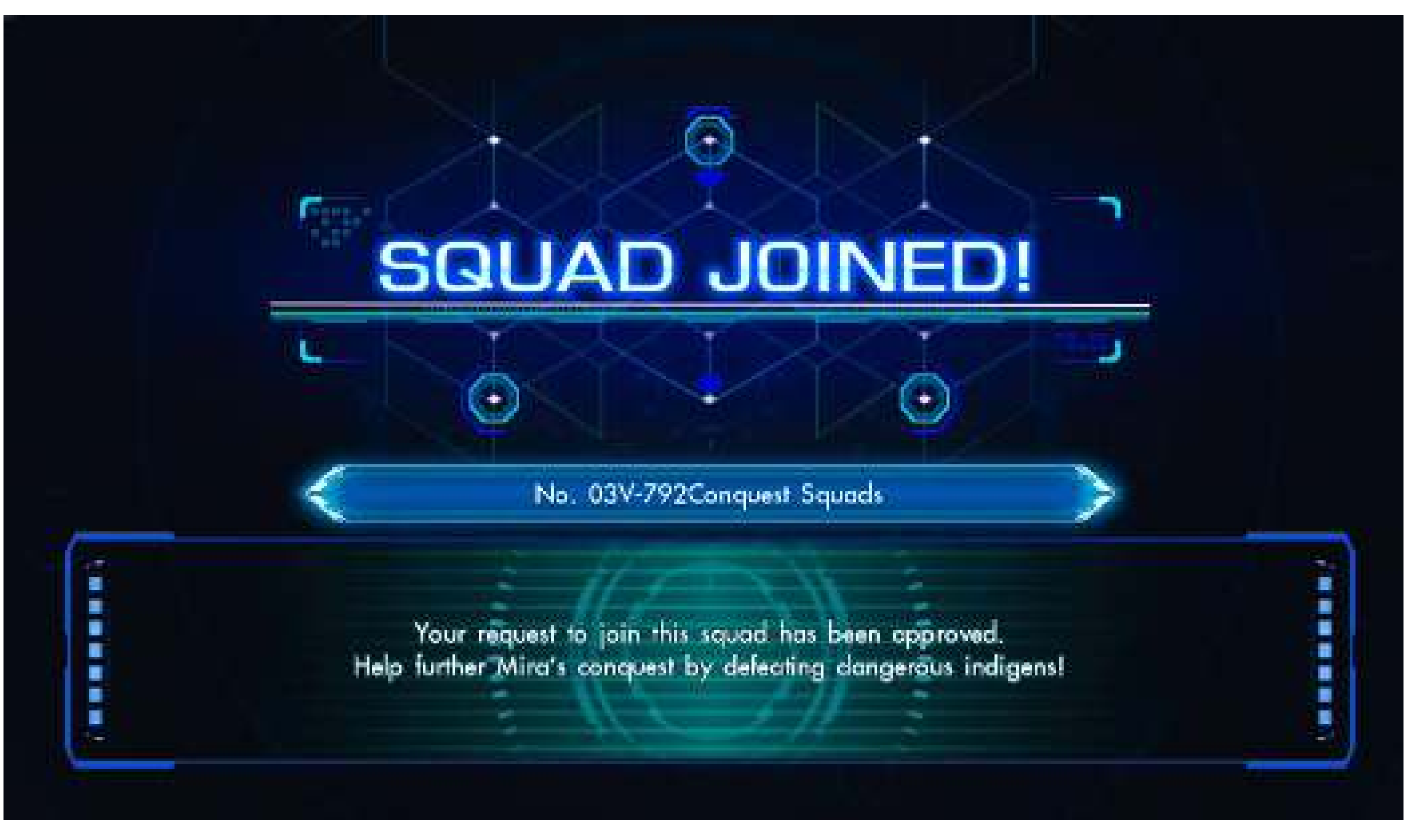
Xenoblade Chronicles X goes out of its way to let you choose just how profoundly the online multiplayer experience will manifest in your game. If you want to stay mostly closed off and focus on the story, you can do that, and you'll only encounter evidence of other players in a few specific instances. There are advantages to linking up, though, beyond camaraderie's intrinsic rewards—there's loot in it for you, in other words. Luckily, it's easy to switch between going solo and playing with strangers or friends.



Social Functions

Squads

Once you unlock the online functionality, you get the option to choose a squad whenever you start a session. Think of squads as a way to set your online multiplayer preferences for a given session. If you decide you want to get in some cooperative play after banging out a few story missions, all you have to do is quit the game and select a different squad when you restart. You have three options.



SQUAD JOINED!

No. 03V-792Conquest Squads

Your request to join this squad has been approved.
Help further Mira's conquest by defeating dangerous indigens!

Lifehold Squads

Pick Lifehold squads if you want to keep to yourself for a session. There will still be online elements available to you, but you won't be pre-sorted into a lobby with other players looking for co-op partners.

Conquest Squads

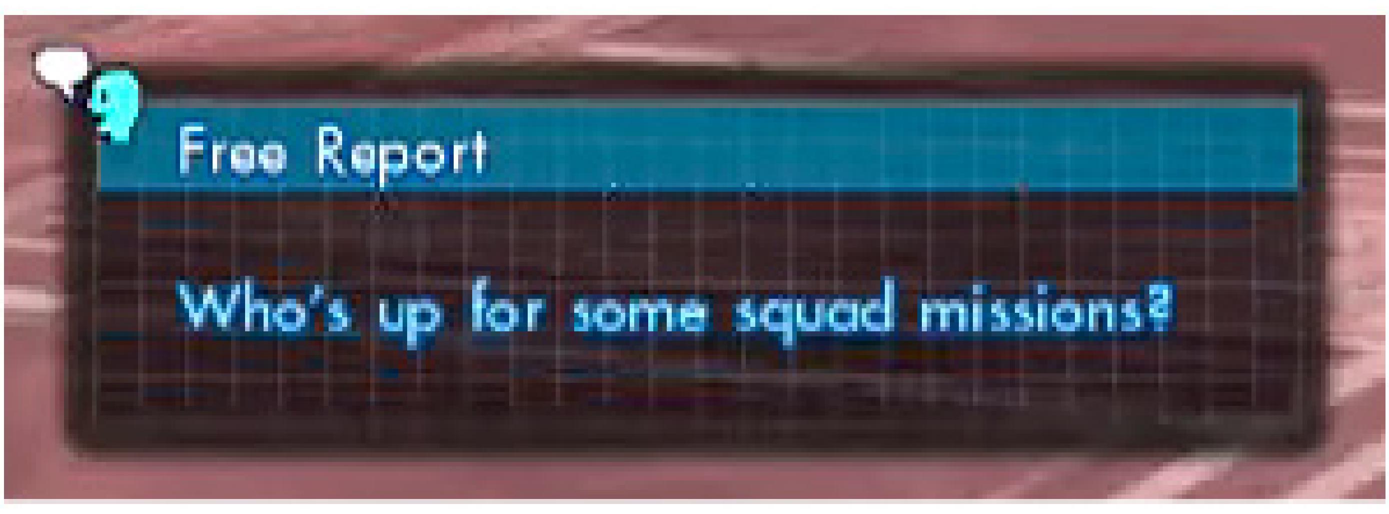
If you want to focus on completing squad tasks and missions with other human players, pick Conquest squads. You'll get matched into a lobby of up to 32 random players who have all signed up for precisely this.

Friend Squads

Just as the name implies, the Friend Squad option brings up a list of your friends, allowing you to choose to join whatever squad they are in. Select this option if you know you have friends in-game and want to join up.

BLADE Reports

You communicate with the folks in your lobby via BLADE reports. Think of them as a squad-wide bulletins where you can report findings, coordinate squad tasks, or simply share your thoughts. When composing a report, you can set a topic and even flag it with a spoiler alert. Messages pop up on your screen frequently, but ones with the spoiler marker require you to press an extra button to reveal.



Free Report

Who's up for some squad missions?

Squad Tasks

Being a BLADE is 24/7 work, and nowhere is this more evident than in squad tasks. Something always needs doing, and BLADE brass makes it easy for you know exactly what. On the bottom right of your screen, you'll frequently see a running tally of global objectives that need seeing to. This involves hunting specific types of indigens and collecting the listed relics or flora. Knocking out a squad task unlocks co-op squad missions in the BLADE Barracks. They garner you valuable reward tickets, useful for buying materials from the Network Console, as well as BLADE medals, which you need to participate in special squad missions.

Squad Missions

As you finish squad tasks, visit the Network Console in the BLADE Barracks to check out squad missions that unlock. These are special sorties that you can take on with up to four players that net money, experience, reward tickets, and battle points. Some precious materials are only available if you complete squad missions, so if you're getting into crafting high-end gear, don't slack on these crucial BLADE duties!

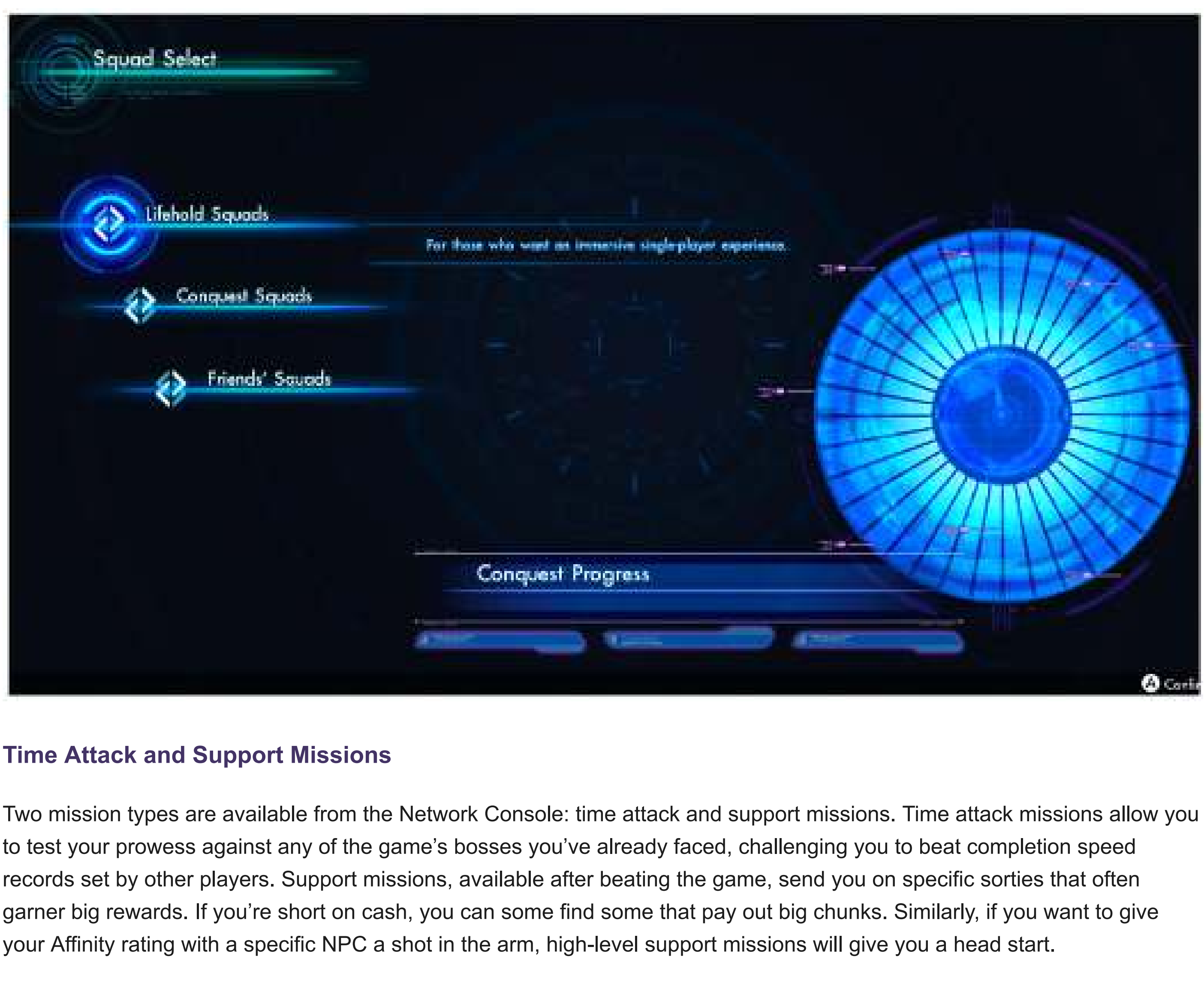
In squad missions, the name of the game is hunting specific indigens. Once your party is ready, you simply head out of the big door near the Network Console, and the hunt begins. You have a set time to complete the mission, as well as other limits to work within, including a minimum level, a maximum number of participants, a set amount of retries, and whether or not Skells are invited to the party. Meanwhile, a squad mission's sync level is the upper limit for participation, but if you're too high, you'll be brought down to match it for the duration.

Telethia Plume

Conquest Progress and Global Nemeses

As you and your squad complete tasks and missions, your progress contributes to the Conquest Progress meter you see when you start the game. This meter tracks the activity of every BLADE in service around the world. Once it's full, a powerful boss monster called a Global Nemesis will appear in the world, for all the players to do battle with and claim its precious appendages. Doing so costs valuable BLADE medals, so bring your A game!

You earn better rewards the more times you kill a Global Nemesis while it's out and about, so give them no quarter!



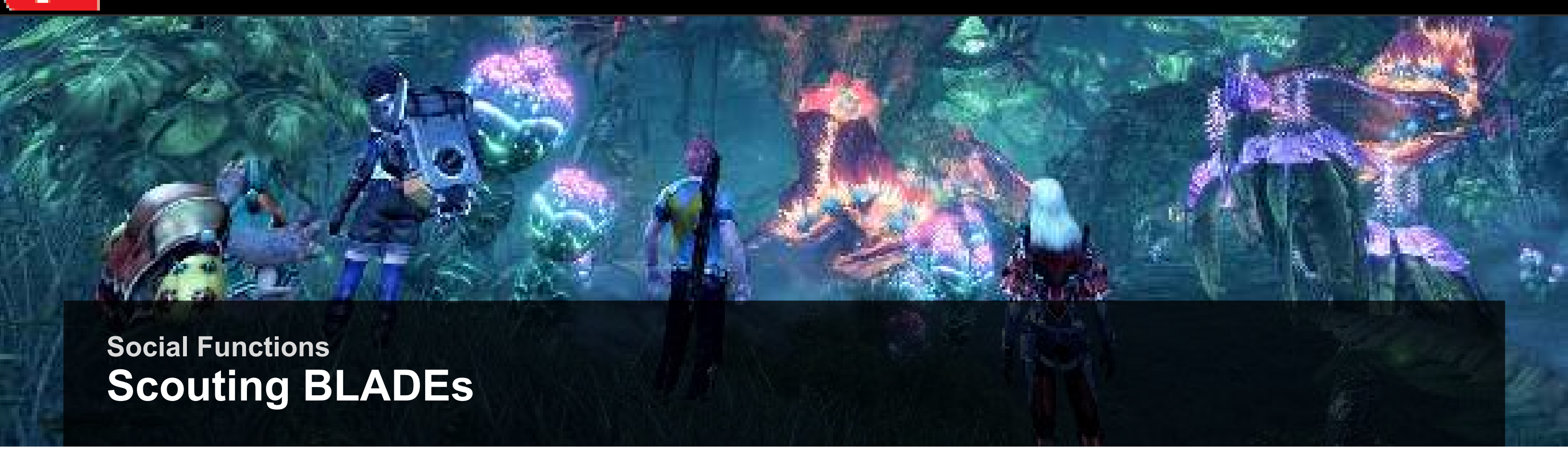
For those who want an immersive single-player experience.

Time Attack and Support Missions

Two mission types are available from the Network Console: time attack and support missions. Time attack missions allow you to test your prowess against any of the game's bosses you've already faced, challenging you to beat completion speed records set by other players. Support missions, available after beating the game, send you on specific sorties that often garner big rewards. If you're short on cash, you can some find some that pay out big chunks. Similarly, if you want to give your Affinity rating with a specific NPC a shot in the arm, high-level support missions will give you a head start.

Treasure Deals

When you're part of a squad, you can also share loot drops with players in your lobby. When you're in the sharing mood, simply select the treasure deal option when you're looting an enemy. You have the option of sending it directly to a player or putting it up for the whole squad to bid on in a lottery. What's in it for you? Division points. BLADE likes it when you share!



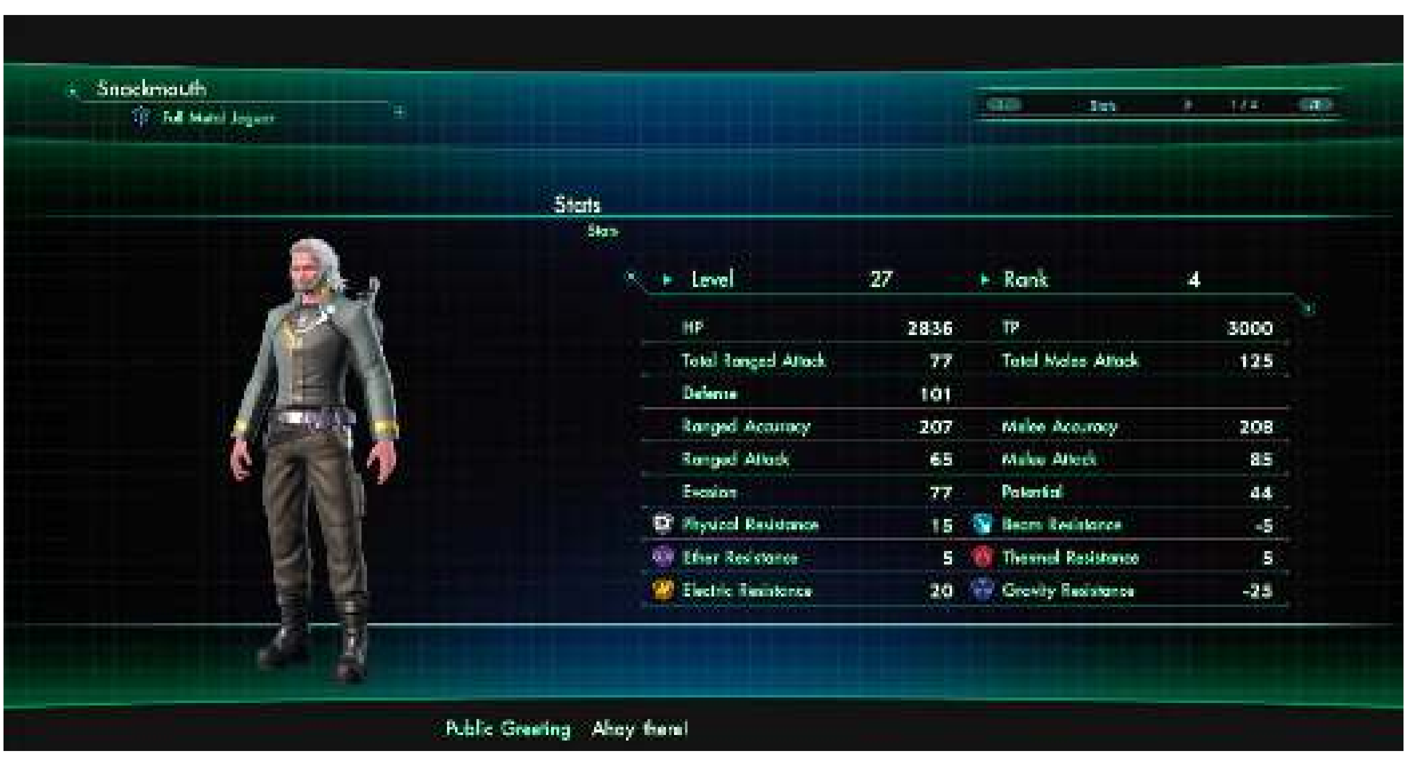
Social Functions

Scouting BLADEs

Once the online features activate after you finish Chapter 3, you'll start to notice some new faces hanging around the BLADE Barracks and Administrative District, as well as out on the field. These eager BLADE operatives are other players' avatars, eager to enlist and serve you on your adventure. Doing so gives you access to some solid perks.

As you adventure with scouted BLADEs, a bar on their portrait gradually fills as you gather experience. When the bar fills, you become eligible for rewards in the form of division points, reward tickets, resources, and even personal greetings, if you're lucky.

The process of "scouting" these characters is simple. If you encounter one in New LA or on the field, simply walk up to them and request their service. If you have more specific needs, though, you can hit up the BLADE Scout Console in the Administrative District.



Snackmouth

Full Metal Jaguar

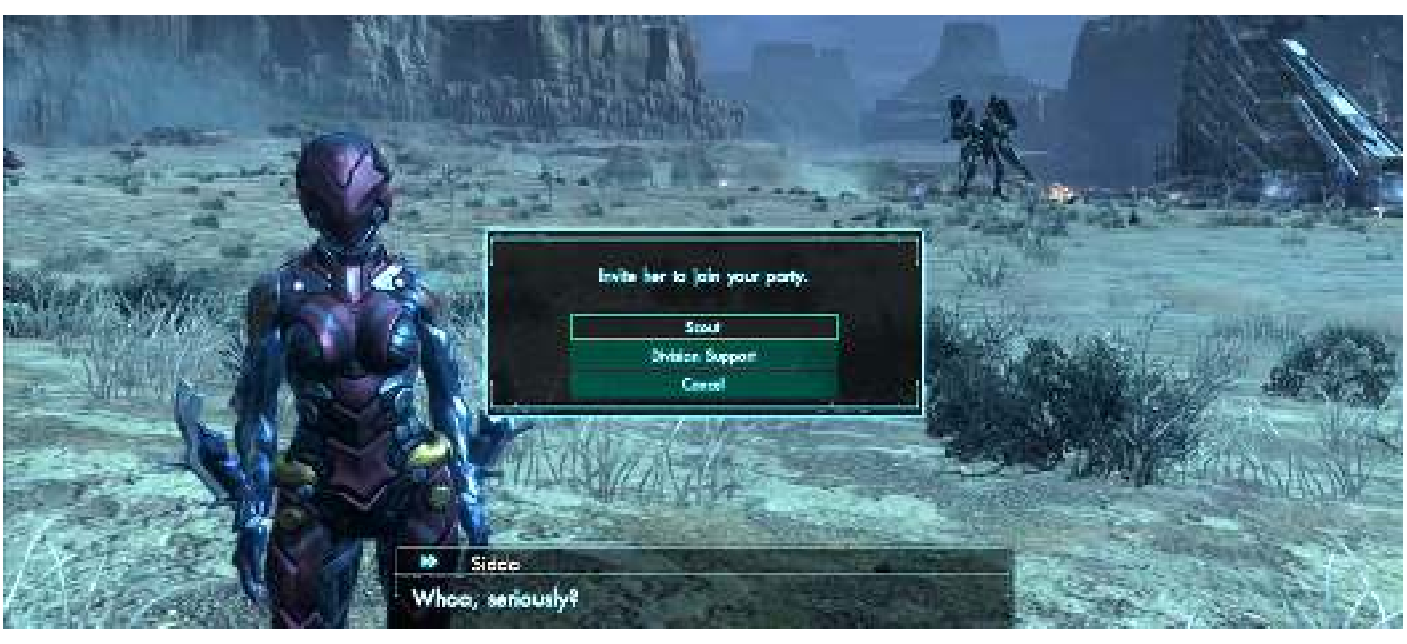
Stats

Level	27	Rank	4
HP	2836	TP	3000
Total Ranged Attack	77	Total Melee Attack	125
Defense	101		
Ranged Accuracy	207	Melee Accuracy	208
Ranged Attack	65	Melee Attack	85
Evasion	77	Potential	44
Physical Resistance	15	Beam Resistance	-5
Ether Resistance	5	Thermal Resistance	5
Electric Resistance	20	Gravity Resistance	-25

Public Greeting Ahoy there!

Field Scouting

Sometimes help appears just when you need it most! As you ramble through Mira's continents, you encounter BLADEs at the oddest places, from far-flung base camps to deep within hostile territory. BLADEs recruited in the field will hang out with you for 30 minutes, which might be just enough time to get over whatever hump was bedeviling you to begin with. Plus, you get access to whatever division buffs the given avatar benefits from due to their allegiance.



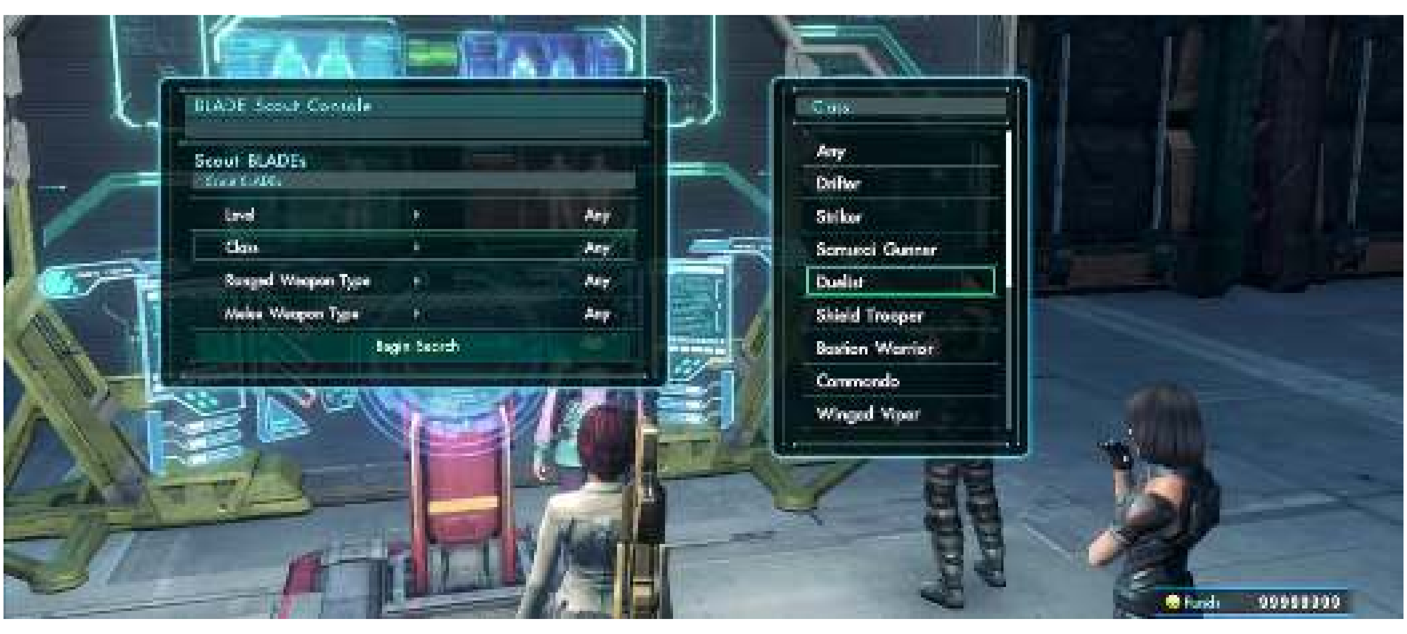
Invite her to join your party.

Sidea

Whoa, seriously?

Scouting via BLADE Scout Console

Compared to the serendipity of an encounter on the field, scouting for recruits via the BLADE Scout Console in New LA's Administrative District lets you get down to brass tacks. You can specify level ranges, classes, and weapon types, and you'll get back a list of matching BLADE operatives. The bigger the level difference between you and them, the more it'll cost you to hire them, and you'll know at a glance exactly how long they'll be in your service.



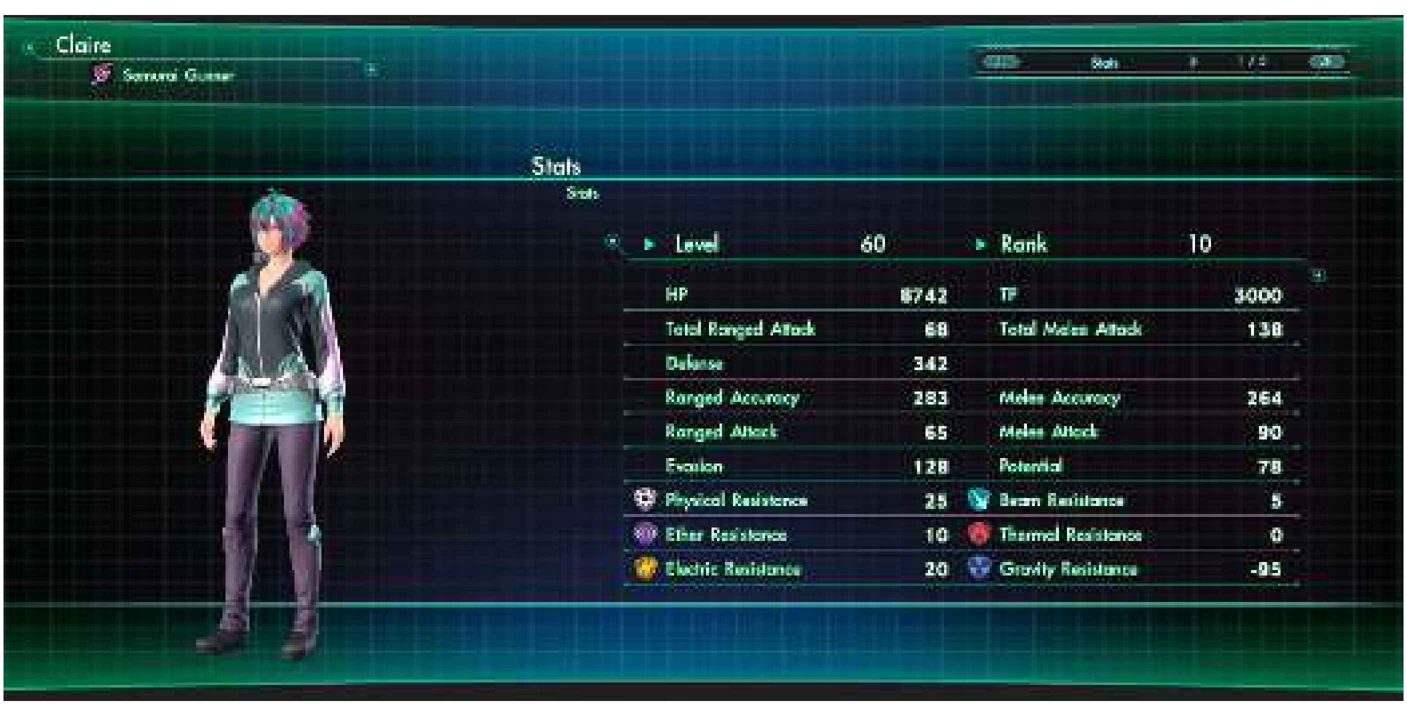
BLADE Scout Console

Scout BLADEs

Level	Any
Class	Any
Ranged Weapon Type	Any
Melee Weapon Type	Any

Going on the Market

You can, of course, put your own character out there to serve your fellow BLADEs via the console. Doing so will register them in their current state, which means they'll go out in the field with whatever gear, Arts, Skills, and Soul Voices you had set at the time of their registration. The rewards for service include experience, collectibles, and resources. There's no real reason not to, and if for any reason you'd rather keep your character to yourself, you can deregister at any time.



Claire

Samurai Gunner

Stats

Level	60	Rank	10
HP	8742	TP	3000
Total Ranged Attack	68	Total Melee Attack	138
Defense	342		
Ranged Accuracy	283	Melee Accuracy	264
Ranged Attack	65	Melee Attack	90
Evasion	128	Potential	78
Physical Resistance	25	Beam Resistance	5
Ether Resistance	10	Thermal Resistance	0
Electric Resistance	20	Gravity Resistance	-95

Division Support

When you're playing in a squad, you have a chance of benefitting from some powerful buffs if there are other players hanging out in the same zone. This is division support in action. The same way that the division you belong to grants you a buff, so too do other players' divisions, and if you're in their vicinity, you reap the benefits. And if you happen upon a BLADE on the field, you can request their division buff instead of scouting them.

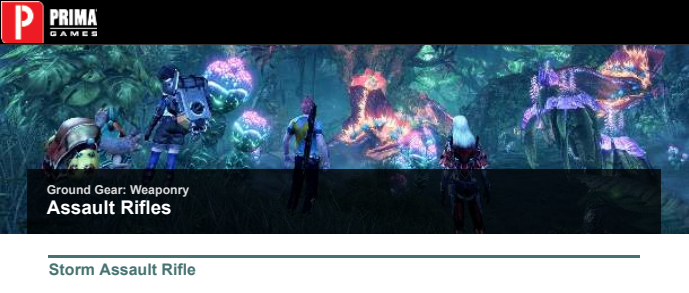
Division Support Buffs

DIVISION	BUFF NAME	BUFF EFFECT
Pathfinders	HP Support	Recovers HP over time.
Interceptors	Ranged Master	Increases the damage dealt by ranged weapons.
Harriers	Melee Master	Increases the damage dealt by melee weapons.
Reclaimers	Drop Sensor	Increases the chance of obtaining items from enemies.
Curators	Critical Master	Increases the chance of landing a critical hit.
Prospectors	Defense Support	Decreases the amount of damage you take.
Outfitters	R&D Support	Increases the number of R&D points you obtain.
Mediators	TP Support	Allows you to accumulate TP even when attacking.

Division Rewards

It's good to be part of the club! Once per day, you're eligible for a special reward from your division in the form of consumable items. The precise selection depends on how doggedly you pursued your division's recommended activities. If you want to see how your gang is doing, check out the divisogram in the BLADE Scout Console. Here is a full list of possible division rewards.

REWARD	EFFECT
Personal Patch	Restores HP to maximum. Affects all party members but not Skells.
Frame Patch	Restores Skell Frame HP to maximum. Affects all party Skells in operation.
Tensifier	Raises TP by 1,000. Affects all party members.
Mega Tensifier	Raises TP by 3,000. Affects all party members.
Fuel Re-up	Restores 3,000 fuel. Affects all party Skells in operation.
Special Bonus	Can be sold for a whopping 10,000 credits via the Inventory.
Supreme Bonus	Can be sold for a whopping 30,000 credits via the Inventory.
Salvage Ticket	Salvages a single Skell after its insurance has expired. Use it at the Skell Garage.



Ground Gear: Weaponry

Assault Rifles

Storm Assault Rifle

Cost	2500
Sell Price	25
Attack	4
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	20
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up I	
Theroid Slayer I	
Extend Physical Res Down I	

SK30ME H-LEGS-ETH

Cost	62200
Sell Price	622
Heavy Armor	
Defense	93
Lv.	30
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	15660
Upgrades	0/1
AUGMENTS	
Dmg.ETHER V	
SpecUp.PTL V	
Vehicle.DEBUFF-RES V	
Empty Slots	0

SK50SA L-LEGS-SPD

Cost	82800
Sell Price	828
Light Armor	
Defense	76
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	11160
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ACC IX	
SpecUp.R-ACC IX	
Empty Slots	0

SK50SA L-LEGS-ATK

Cost	92100
Sell Price	921
Light Armor	
Defense	85
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	11160
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ATK IX	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK50GG L-LEGS-DEF

Cost	110500
Sell Price	1105
Light Armor	
Defense	67
Lv.	50
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	9810
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.HP-MAX IX	
Empty Slots	1

Storm Assault Rifle III

Cost	2500
Sell Price	25
Attack	4
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Beam
Ammo	20
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Insectoid Slayer I	
Ranged Attack Up I	
Arts: Gain TP I	

SK50SA M-LEGS-RNG

Cost	124300
Sell Price	1243
Medium Armor	
Defense	110
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	28080
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC IX	
Jamming IX	
Empty Slots	1

SK50SA H-LEGS-ATK2

Cost	186500
Sell Price	1865
Heavy Armor	
Defense	145
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	16830
Upgrades	0/1
AUGMENTS	
Dmg.BEAM IX	
Dmg.ELEC IX	
Vehicle.FRAME-DEF IX	
Empty Slots	0

SK50SA H-LEGS-ATK3

Cost	207300
Sell Price	2073
Heavy Armor	
Defense	152
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	16830
Upgrades	0/1
AUGMENTS	
Dmg.THERM IX	
Dmg.PHYS IX	
SpecUp.APP-HP IX	
Empty Slots	0

Storm Assault Rifle II

Cost	3700
Sell Price	37
Attack	6
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	12
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up I	
Mechanoid Slayer I	
Extend Blaze I	

Storm Avagar

Cost	2700
Sell Price	27
Attack	4
Lv.	1
Maker	Grenada Galactic Group
Cooldown	2.5s
Attribute	Beam
Ammo	18
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP I	
Firing Range Up I	
Potential Boost I	

Soldier Assault Rifle

Cost	4500
Sell Price	45
Attack	6
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	20
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up II	
Theroid Slayer II	
Extend Physical Res Down II	

Soldier Assault Rifle III

Cost	4500
Sell Price	45
Attack	6
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Beam
Ammo	20
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Insectoid Slayer II	
Ranged Attack Up II	
Arts: Gain TP II	

Soldier Assault Rifle II

Cost	6700
Sell Price	67
Attack	8
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	12
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up II	
Mechanoid Slayer II	
Extend Blaze II	

Soldier Avagar

Cost	4900
Sell Price	49
Attack	6
Lv.	10
Maker	Grenada Galactic Group
Cooldown	2.5s
Attribute	Beam
Ammo	18
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP II	
Firing Range Up II	
Potential Boost II	

Soldier Sclopetum

Cost	5400
Sell Price	54
Attack	6
Lv.	10
Maker	Meredith & Co.
Cooldown	2.7s
Attribute	Ether
Ammo	16
Stability	+/-15
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up II	
Potential Up II	
Extend Blackout II	

Warrior Assault Rifle

Cost	12500
Sell Price	125
Attack	8
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	20
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up III	
Theroid Slayer III	
Extend Physical Res Down III	

Warrior Assault Rifle III

Cost	12500
Sell Price	125
Attack	8
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Beam
Ammo	20
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Insectoid Slayer III	
Ranged Attack Up III	
Arts: Gain TP III	

Warrior Assault Rifle II

Cost	18700
Sell Price	187
Attack	10
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	12
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up III	
Mechanoid Slayer III	
Extend Blaze III	

Warrior Avagar

Cost	13700
Sell Price	137
Attack	8
Lv.	20
Maker	Grenada Galactic Group
Cooldown	2.5s
Attribute	Beam
Ammo	18
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP III	
Firing Range Up III	
Potential Boost III	

Warrior Sclopetum

Cost	15000
Sell Price	150
Attack	8
Lv.	20
Maker	Meredith & Co.
Cooldown	2.7s
Attribute	Ether
Ammo	16
Stability	+/-15
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up III	
Potential Up III	
Extend Blackout III	

Warrior Assailer

Cost	12500
Sell Price	125
Attack	8
Lv.	20
Maker	Candid & Credible
Cooldown	2.7s
Attribute	Electric
Ammo	20
Stability	+/-8
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up III	
Ranged Accuracy Up III	
Stabilizer III	

Warrior Rapture

Cost	25000
Sell Price	250
Attack	8
Lv.	20
Maker	Factory 1.21
Cooldown	2.7s
Attribute	Gravity
Ammo	20
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Stabilizer III	
Ranged Accuracy Boost III	
Nullify Gravity Reflect III	

Rugged Raidrifle

Cost	15000
Sell Price	150
Attack	10
Lv.	20
Maker	Six Stars
Cooldown	2.7s
Attribute	Thermal
Ammo	20
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Humanoid Slayer III	
Destabilizer III	
Extend Taunt III	

Ophidian Assault Rifle

Cost	30000
Sell Price	300
Attack	10
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	20
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up IV	
Theroid Slayer IV	
Extend Physical Res Down IV	

Ophidian Assault Rifle III

Cost	30000
Sell Price	300
Attack	10
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Beam
Ammo	20
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Insectoid Slayer IV	
Ranged Attack Up IV	
Arts: Gain TP IV	

Ophidian Assault Rifle II

Cost	45000
Sell Price	450
Attack	12
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	12
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up IV	
Mechanoid Slayer IV	
Extend Blaze IV	

Ophidian Avagar

Cost	33000
Sell Price	330
Attack	10
Lv.	30
Maker	Grenada Galactic Group
Cooldown	2.5s
Attribute	Beam
Ammo	18
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP IV	
Firing Range Up IV	
Potential Boost IV	

Ophidian Sclopetum

Cost	36000
Sell Price	360
Attack	10
Lv.	30
Maker	Meredith & Co.
Cooldown	2.7s
Attribute	Ether
Ammo	16
Stability	+/-15
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up IV	
Potential Up IV	
Extend Blackout IV	

Ophidian Assailer

Cost	30000
Sell Price	300
Attack	10
Lv.	30
Maker	Candid & Credible
Cooldown	2.7s
Attribute	Electric
Ammo	20
Stability	+/-8
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Ranged Accuracy Up IV	
Stabilizer IV	

Ophidian Rapture

Cost	60000
Sell Price	600
Attack	10
Lv.	30
Maker	Factory 1.21
Cooldown	2.7s
Attribute	Gravity
Ammo	20
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Stabilizer IV	
Ranged Accuracy Boost IV	
Nullify Gravity Reflect IV	

Devastator Raidrifle

Cost	36000
Sell Price	360
Attack	12
Lv.	30
Maker	Six Stars
Cooldown	2.7s
Attribute	Thermal
Ammo	20
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Humanoid Slayer IV	
Destabilizer IV	
Extend Taunt IV	

Destroyer Assault Rifle

Cost	62500
Sell Price	625
Attack	12
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	20
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up V	
Theroid Slayer V	
Extend Physical Res Down V	

Destroyer Assault Rifle III

Cost	62500
Sell Price	625
Attack	12
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Beam
Ammo	20
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Insectoid Slayer V	
Ranged Attack Up V	
Arts: Gain TP V	

Destroyer Assault Rifle II

Cost	93700
Sell Price	937
Attack	14
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	12
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up V	
Mechanoid Slayer V	
Extend Blaze V	

Destroyer Avagar

Cost	68700
Sell Price	687
Attack	12
Lv.	40
Maker	Grenada Galactic Group
Cooldown	2.5s
Attribute	Beam
Ammo	18
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP V	
Firing Range Up V	
Potential Boost V	

Destroyer Sclopetum

Cost	75000
Sell Price	750
Attack	12
Lv.	40
Maker	Meredith & Co.
Cooldown	2.7s
Attribute	Ether
Ammo	16
Stability	+/-15
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up V	
Potential Up V	
Extend Blackout V	

Destroyer Assailer

Cost	62500
Sell Price	625
Attack	12
Lv.	40
Maker	Candid & Credible
Cooldown	2.7s
Attribute	Electric
Ammo	20
Stability	+/-8
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up V	
Ranged Accuracy Up V	
Stabilizer V	

Destroyer Rapture

Cost	125000
Sell Price	1250
Attack	12
Lv.	40
Maker	Factory 1.21
Cooldown	2.7s
Attribute	Gravity
Ammo	20
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Stabilizer V	
Ranged Accuracy Boost V	
Nullify Gravity Reflect V	

Sparrow Raidrifle

Cost	75000
Sell Price	750
Attack	14
Lv.	40
Maker	Six Stars
Cooldown	2.7s
Attribute	Thermal
Ammo	20
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Humanoid Slayer V	
Destabilizer V	
Extend Taunt V	

Striker Assault Rifle

Cost	132500
Sell Price	1325
Attack	14
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	20
Stability	+/-5
TP Gain	1
Upgrades	0/3

Augments

Ranged Attack Up VI
Theroid Slayer VI
Extend Physical Res Down VI

Striker Assault Rifle III

Cost	132500
Sell Price	1325
Attack	14
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Beam
Ammo	20
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Insectoid Slayer VI	
Ranged Attack Up VI	
Arts: Gain TP VI	

Striker Assault Rifle II

Cost	198700
Sell Price	1987
Attack	16
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	12
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VI	
Mechanoid Slayer VI	
Extend Blaze VI	

Striker Avagar

Cost	145700
Sell Price	1457
Attack	14
Lv.	50
Maker	Grenada Galactic Group
Cooldown	2.5s
Attribute	Beam
Ammo	18
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VI	
Firing Range Up VI	
Potential Boost VI	

Striker Sclopetum

Cost	159000
Sell Price	1590
Attack	14
Lv.	50
Maker	Meredith & Co.
Cooldown	2.7s
Attribute	Ether
Ammo	16
Stability	+/-15
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up VI	
Potential Up VI	
Extend Blackout VI	

Striker Assailer

Cost	132500
Sell Price	1325
Attack	14
Lv.	50
Maker	Candid & Credible
Cooldown	2.7s
Attribute	Electric
Ammo	20
Stability	+/-8
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Ranged Accuracy UP VI	
Stabilizer VI	

Striker Rapture

Cost	265000
Sell Price	2650
Attack	14
Lv.	50
Maker	Factory 1.21
Cooldown	2.7s
Attribute	Gravity
Ammo	20
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Stabilizer VI	
Ranged Accuracy Boost VI	
Nullify Gravity Reflect VI	

Foxfire Raidrifle

Cost	159000
Sell Price	1590
Attack	16
Lv.	50
Maker	Six Stars
Cooldown	2.7s
Attribute	Thermal
Ammo	20
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Humanoid Slayer VI	
Destabilizer VI	
Extend Taunt VI	

Delta Assault Rifle

Cost	275000
Sell Price	2750
Attack	16
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	20
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VII	
Theroid Slayer VII	
Extend Physical Res Down VII	

Delta Assault Rifle III

Cost	275000
Sell Price	2750
Attack	16
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Beam
Ammo	20
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Insectoid Slayer VII	
Ranged Attack Up VII	
Arts: Gain TP VII	

Delta Assault Rifle II

Cost	412500
Sell Price	4125
Attack	18
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	12
Stability	+/-5
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VII	
Mechanoid Slayer VII	
Extend Blaze VII	

Delta Avagar

Cost	302500
Sell Price	3025
Attack	16
Lv.	60
Maker	Grenada galactic Group
Cooldown	2.5s
Attribute	Beam
Ammo	18
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VII	
Firing Range Up VII	
Potential Boost VII	

Delta Sclopetum

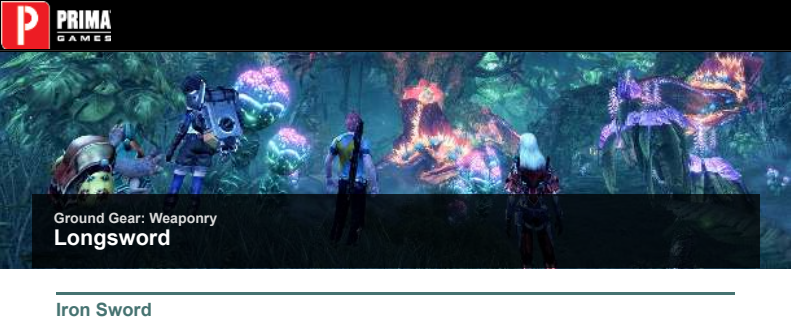
Cost	330000
Sell Price	3300
Attack	16
Lv.	60
Maker	Meredith & Co.
Cooldown	2.7s
Attribute	Ether
Ammo	16
Stability	+/-15
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up VII	
Potential Up VII	
Extend Blackout VII	

Rectifier Raidrifle

Cost	330000
Sell Price	3300
Attack	18
Lv.	60
Maker	Six Stars
Cooldown	2.7s
Attribute	Thermal
Ammo	20
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Humanoid Slayer VII	
Destabilizer VII	
Extend Taunt VII	

Delta Assailer

Cost	275000
Sell Price	2750
Attack	16
Lv.	60
Maker	Candid & Credible
Cooldown	2.7s
Attribute	Electric
Ammo	20
Stability	+/-8
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up VII	
Ranged Accuracy Up VII	
Stabilizer VII	



Ground Gear: Weaponry

Longsword

Iron Sword

Cost	3000
Sell Price	30
Attack	48
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Attack Up I	
Insectoid Criticals Up I	
Extend Thermal Res Down I	

Iron Sword II

Cost	4500
Sell Price	45
Attack	72
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up I	
Melee Attack Up I	
Arts: Recover HP I	

Iron Slair

Cost	3300
Sell Price	33
Attack	48
Lv.	1
Maker	Grenada Galactic Group
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down I	
Theroid Criticals Up I	
Potential Up I	

Delta Rapture

Cost	550000
Sell Price	5500
Attack	16
Lv.	60
Maker	Factory 1.21
Cooldown	2.7s
Attribute	Gravity
Ammo	20
Stability	+/-10
TP Gain	1
Upgrades	0/3
AUGMENTS	
Stabilizer VII	
Ranged Accuracy Boost VII	
Nullify Gravity Reflect VII	

Iron Slair II

Cost	3300
Sell Price	33
Attack	48
Lv.	1
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Stabilizer I	
Melee Accuracy Up I	
Melee: TP Gain Up	

Titanium Sword

Cost	5400
Sell Price	54
Attack	72
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Attack Up II	
Insectoid Criticals Up 1I	
Extend Thermal Res Down II	

Titanium Sword II

Cost	8100
Sell Price	81
Attack	96
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-18
TP Gain	230
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up 1I	
Melee Attack Up II	
Arts: Recover HP II	

Titanium Slair

Cost	5900
Sell Price	59
Attack	72
Lv.	10
Maker	Grenada Galactic Group
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down II	
Theroid Criticals Up II	
Potential Up II	

Titanium Slair II

Cost	5900
Sell Price	59
Attack	72
Lv.	10
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Stabilizer II	
Melee Accuracy Up II	
Melee: TP Gain Up	

Titanium Spatha

Cost	6400
Sell Price	64
Attack	72
Lv.	10
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	0
Stability	+/-18
TP Gain	200
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect II	
Melee: Blackout II	
Melee Accuracy Up II	

Chrome Sword

Cost	15000
Sell Price	150
Attack	96
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Attack Up III	
Insectoid Criticals Up 1II	
Extend Thermal Res Down III	

Chrome Sword II

Cost	22500
Sell Price	225
Attack	120
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up 1II	
Melee Attack Up III	
Arts: Recover HP III	

Chrome Slair

Cost	16500
Sell Price	165
Attack	96
Lv.	20
Maker	Grenada Galactic Group
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down III	
Theroid Criticals Up III	
Potential Up III	

Chrome Slair II

Cost	16500
Sell Price	165
Attack	96
Lv.	20
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Stabilizer III	
Melee Accuracy Up III	
Melee: TP Gain Up	

Chrome Spatha

Cost	18000
Sell Price	180
Attack	96
Lv.	20
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	0
Stability	+/-18
TP Gain	200
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect III	
Melee: Blackout III	
Melee Accuracy Up III	

Chrome Pride

Cost	30000
Sell Price	300
Attack	96
Lv.	20
Maker	Factory 1.21
Cooldown	2.0s
Attribute	Gravity
Ammo	0
Stability	+/-12
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost III	
Stabilizer III	
Arts: Gain TP III	

Faithful Glaive

Cost	18000
Sell Price	180
Attack	108
Lv.	20
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	210
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up 1II	
Melee: Fatigue III	
Nullify Thermal Reflect III	

Faithful Glaive II

Cost	27000
Sell Price	270
Attack	120
Lv.	20
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Night Vision III	
Melee: TP Gain Up	
Destabilizer III	

Cobalt Sword

Cost	36000
Sell Price	360
Attack	120
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Insectoid Criticals Up IV	
Extend Thermal Res Down IV	

Cobalt Sword II

Cost	54000
Sell Price	540
Attack	144
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-18
TP Gain	230
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up IV	
Melee Attack Up IV	
Arts: Recover HP IV	

Cobalt Slair

Cost	39600
Sell Price	396
Attack	120
Lv.	30
Maker	Grenada Galactic Group
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down IV	
Theroid Criticals Up IV	
Potential Up IV	

Cobalt Slair II

Cost	39600
Sell Price	396
Attack	120
Lv.	30
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Stabilizer IV	
Melee Accuracy Up IV	
Melee: TP Gain Up	

Cobalt Spatha

Cost	43200
Sell Price	432
Attack	120
Lv.	30
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	0
Stability	+/-18
TP Gain	200
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect IV	
Melee: Blackout IV	
Melee Accuracy Up IV	

Cobalt Pride

Cost	72000
Sell Price	720
Attack	120
Lv.	30
Maker	Factory 1.21
Cooldown	2.0s
Attribute	Gravity
Ammo	0
Stability	+/-12
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost IV	
Stabilizer IV	
Arts: Gain TP IV	

Steelbreaker Glaive

Cost	43200
Sell Price	432
Attack	132
Lv.	30
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	210
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up IV	
Melee: Fatigue IV	
Nullify Thermal Reflect IV	

Steelbreaker Glaive II

Cost	64800
Sell Price	648
Attack	144
Lv.	30
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Night Vision IV	
Melee: TP Gain Up	
Destabilizer IV	

Chromoly Sword

Cost	75000
Sell Price	750
Attack	144
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Insectoid Criticals Up V	
Extend Thermal Res Down V	

Chromoly Sword II

Cost	112500
Sell Price	1125
Attack	168
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-18
TP Gain	230
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up V	
Melee Attack Up V	
Arts: Recover HP V	

Chromoly Slair

Cost	82500
Sell Price	825
Attack	144
Lv.	40
Maker	Grenada Galactic Group
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down V	
Theroid Criticals Up V	
Potential Up V	

Chromoly Slair II

Cost	82500
Sell Price	825
Attack	144
Lv.	40
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Stabilizer V	
Melee Accuracy Up V	
Melee: TP Gain Up	

Chromoly Spatha

Cost	90000
Sell Price	900
Attack	144
Lv.	40
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	0
Stability	+/-18
TP Gain	200
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect V	
Melee: Blackout V	
Melee Accuracy Up V	

Chromoly Pride

Cost	150000
Sell Price	1500
Attack	144
Lv.	40
Maker	Factory 1.21
Cooldown	2.0s
Attribute	Gravity
Ammo	0
Stability	+/-12
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost V	
Stabilizer V	
Arts: Gain TP V	

Pulverizing Glaive

Cost	90000
Sell Price	900
Attack	156
Lv.	40
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	210
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up V	
Melee: Fatigue V	
Nullify Thermal Reflect V	

Pulverizing Glaive II

Cost	135000
Sell Price	1350
Attack	168
Lv.	40
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Night Vision V	
Melee: TP Gain Up	
Destabilizer V	

Cermet Sword

Cost	159000
Sell Price	1590
Attack	168
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Insectoid Criticals Up VI	
Extend Thermal Res Down VI	

Cermet Sword II

Cost	238500
Sell Price	2385
Attack	192
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-18
TP Gain	230
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VI	
Melee Attack Up VI	
Arts: Recover HP VI	

Cermet Slair

Cost	174900
Sell Price	1749
Attack	168
Lv.	50
Maker	Grenada Galactic Group
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VI	
Theroid Criticals Up VI	
Potential Up VI	

Cermet Slair II

Cost	174900
Sell Price	1749
Attack	168
Lv.	50
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Stabilizer VI	
Melee Accuracy Up VI	
Melee: TP Gain Up	

Cermet Spatha

Cost	190800
Sell Price	1908
Attack	168
Lv.	50
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	0
Stability	+/-18
TP Gain	200
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VI	
Melee: Blackout VI	
Melee Accuracy Up VI	

Cermet Pride

Cost	318000
Sell Price	3180
Attack	168
Lv.	50
Maker	Factory 1.21
Cooldown	2.0s
Attribute	Gravity
Ammo	0
Stability	+/-12
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost VI	
Stabilizer VI	
Arts: Gain TP VI	

Intrepid Glaive

Cost	190800
Sell Price	1908
Attack	180
Lv.	50
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	210
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up VI	
Melee: Fatigue VI	
Nullify Thermal Reflect VI	

Intrepid Glaive II

Cost	286200
Sell Price	2862
Attack	192
Lv.	50
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Night Vision VI	
Melee: TP Gain Up	
Destabilizer VI	

Carbide Sword

Cost	330000
Sell Price	3300
Attack	192
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	0
Stability	+/-8
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Attack Up VII	
Insectoid Criticals Up VII	
Extend Thermal Res Down VII	

Carbide Sword II

Cost	495000
Sell Price	4950
Attack	216
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-18
TP Gain	230
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VII	
Melee Attack Up VII	
Arts: Recover HP VII	

Carbide Slair

Cost	363000
Sell Price	3630
Attack	192
Lv.	60
Maker	Grenada Galactic Group
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VII	
Theroid Criticals Up VII	
Potential Up VII	

Carbide Slair II

Cost	363000
Sell Price	3630
Attack	192
Lv.	60
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	180
Upgrades	0/3
AUGMENTS	
Stabilizer VII	
Melee Accuracy Up VII	
Melee: TP Gain Up	

Carbide Spatha

Cost	396000
Sell Price	3960
Attack	192
Lv.	60
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	0
Stability	+/-18
TP Gain	200
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VII	
Melee: Blackout VII	
Melee Accuracy Up VII	

Carbide Pride

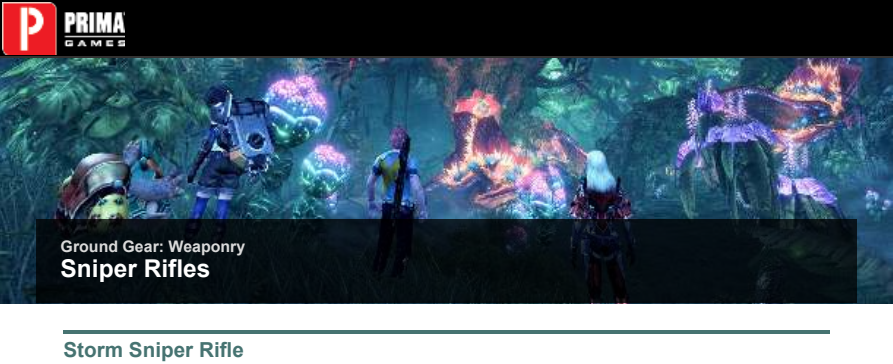
Cost	660000
Sell Price	6600
Attack	192
Lv.	60
Maker	Factory 1.21
Cooldown	2.0s
Attribute	Gravity
Ammo	0
Stability	+/-12
TP Gain	230
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost VII	
Stabilizer VII	
Arts: Gain TP VII	

Audacious Glaive

Cost	396000
Sell Price	3960
Attack	204
Lv.	60
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	210
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up VII	
Melee: Fatigue VII	
Nullify Thermal Reflect VII	

Audacious Glaive II

Cost	594000
Sell Price	5940
Attack	216
Lv.	60
Maker	Six Stars
Cooldown	2.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Night Vision VII	
Melee: TP Gain Up	
Destabilizer VII	



Ground Gear: Weaponry

Sniper Rifles

Storm Sniper Rifle

Cost	3000
Sell Price	30
Attack	28
Lv.	1
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Attack Up I	
Theroid Slayer I	
Nullify Physical Reflect I	

Storm Sniper Rifle II

Cost	3000
Sell Price	30
Attack	28
Lv.	1
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Ether
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Boost I	
Vantage Attack Plus I	
Soft Touch I	

Storm Retic

Cost	3300
Sell Price	33
Attack	28
Lv.	1
Maker	Grenada Galactic Group
Cooldown	3.3s
Attribute	Beam
Ammo	3
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Crush: Gain TP I	
Firing Range Up I	
Potential Boost I	

Soldier Sniper Rifle

Cost	5400
Sell Price	54
Attack	42
Lv.	10
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Attack Up II	
Theroid Slayer II	
Nullify Physical Reflect II	

Soldier Sniper Rifle II

Cost	5400
Sell Price	54
Attack	42
Lv.	10
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Ether
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Boost II	
Vantage Attack Plus II	
Soft Touch II	

Soldier Retic

Cost	5900
Sell Price	59
Attack	42
Lv.	10
Maker	Grenada Galactic Group
Cooldown	3.3s
Attribute	Beam
Ammo	3
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Crush: Gain TP II	
Firing Range Up II	
Potential Boost II	

Soldier Sicarius

Cost	6400
Sell Price	64
Attack	42
Lv.	10
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Ether
Ammo	4
Stability	+/-15
TP Gain	7
Upgrades	0/3
AUGMENTS	
Firing Range Up II	
Potential Up II	
Nullify Ether Reflect II	

Warrior Sniper Rifle

Cost	15000
Sell Price	150
Attack	56
Lv.	20
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Attack Up III	
Theroid Slayer III	
Nullify Physical Reflect III	

Warrior Sniper Rifle II

Cost	15000
Sell Price	150
Attack	56
Lv.	20
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Ether
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Boost III	
Vantage Attack Plus III	
Soft Touch III	

Warrior Retic

Cost	16500
Sell Price	165
Attack	56
Lv.	20
Maker	Grenada Galactic Group
Cooldown	3.3s
Attribute	Beam
Ammo	3
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Crush: Gain TP III	
Firing Range Up III	
Potential Boost III	

Warrior Sicarius

Cost	18000
Sell Price	180
Attack	56
Lv.	20
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Ether
Ammo	4
Stability	+/-15
TP Gain	7
Upgrades	0/3
AUGMENTS	
Firing Range Up III	
Potential Up III	
Nullify Ether Reflect III	

Warrior Trigger

Cost	15000
Sell Price	150
Attack	56
Lv.	20
Maker	Candid & Credible
Cooldown	4.0s
Attribute	Electric
Ammo	5
Stability	+/-5
TP Gain	7
Upgrades	0/3
AUGMENTS	
Potential Up III	
Ranged Accuracy Up III	
Stabilizer III	

Warrior Thwipper

Cost	12000
Sell Price	120
Attack	56
Lv.	20
Maker	Nopon Commerce Guild
Cooldown	4.3s
Attribute	Thermal
Ammo	6
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Back Attack Plus III	
Piscinoid Slayer III	
Critical Chance Up III	

Rugged Deadsight

Cost	18000
Sell Price	180
Attack	70
Lv.	20
Maker	Six Stars
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-10
TP Gain	7
Upgrades	0/3
AUGMENTS	
Humanoid Slayer III	
Destabilizer III	
Opening Art: Damage Up III	

Rugged Deadsight II

Cost	18000
Sell Price	180
Attack	70
Lv.	20
Maker	Six Stars
Cooldown	3.3s
Attribute	Physical
Ammo	3
Stability	+/-20
TP Gain	7
Upgrades	0/3
AUGMENTS	
mechanoid Slayer III	
Piscinoid Slayer III	
Ranged Accuracy Up III	

Ophidian Sniper Rifle

Cost	36000
Sell Price	360
Attack	70
Lv.	30
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Attack Up IV	
Theroid Slayer IV	
Nullify Physical Reflect IV	

Ophidian Sniper Rifle II

Cost	36000
Sell Price	360
Attack	70
Lv.	30
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Ether
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Boost IV	
Vantage Attack Plus IV	
Soft Touch IV	

Ophidian Retic

Cost	39600
Sell Price	396
Attack	70
Lv.	30
Maker	Grenada Galactic Group
Cooldown	3.3s
Attribute	Beam
Ammo	3
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Crush: Gain TP IV	
Firing Range Up IV	
Potential Boost IV	

Ophidian Sicarius

Cost	43200
Sell Price	432
Attack	70
Lv.	30
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Ether
Ammo	4
Stability	+/-15
TP Gain	7
Upgrades	0/3
AUGMENTS	
Firing Range Up IV	
Potential Up IV	
Nullify Ether Reflect IV	

Ophidian Trigger

Cost	36000
Sell Price	360
Attack	70
Lv.	30
Maker	Candid & Credible
Cooldown	4.0s
Attribute	Electric
Ammo	5
Stability	+/-5
TP Gain	7
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Ranged Accuracy Up IV	
Stabilizer IV	

Ophidian Thwipper

Cost	28800
Sell Price	288
Attack	70
Lv.	30
Maker	Nopon Commerce Guild
Cooldown	4.3s
Attribute	Thermal
Ammo	6
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Back Attack Plus IV	
Piscinoid Slayer IV	
Critical Chance Up IV	

Devastator Deadsight

Cost	43200
Sell Price	432
Attack	84
Lv.	30
Maker	Six Stars
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-10
TP Gain	7
Upgrades	0/3
AUGMENTS	
Humanoid Slayer IV	
Destabilizer IV	
Opening Art: Damage Up IV	

Devastator Deadsight II

Cost	43200
Sell Price	432
Attack	84
Lv.	30
Maker	Six Stars
Cooldown	3.3s
Attribute	Physical
Ammo	3
Stability	+/-20
TP Gain	7
Upgrades	0/3
AUGMENTS	
Mechanoid Slayer IV	
Piscinoid Slayer IV	
Ranged Accuracy Up IV	

Destroyer Sniper Rifle

Cost	75000
Sell Price	750
Attack	84
Lv.	40
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Attack Up V	
Theroid Slayer V	
Nullify Physical Reflect V	

Destroyer Sniper Rifle II

Cost	75000
Sell Price	750
Attack	84
Lv.	40
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Ether
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Boost V	
Vantage Attack Plus V	
Soft Touch V	

Destroyer Retic

Cost	82500
Sell Price	825
Attack	84
Lv.	40
Maker	Grenada Galactic Group
Cooldown	3.3s
Attribute	Beam
Ammo	3
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Crush: Gain TP V	
Firing Range Up V	
Potential Boost V	

Destroyer Sicarius

Cost	90000
Sell Price	900
Attack	84
Lv.	40
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Ether
Ammo	4
Stability	+/-15
TP Gain	7
Upgrades	0/3
AUGMENTS	
Firing Range Up V	
Potential Up V	
Nullify Ether Reflect V	

Destroyer Trigger

Cost	75000
Sell Price	750
Attack	84
Lv.	40
Maker	Candid & Credible
Cooldown	4.0s
Attribute	Electric
Ammo	5
Stability	+/-5
TP Gain	7
Upgrades	0/3
AUGMENTS	
Potential Up V	
Ranged Accuracy Up V	
Stabilizer V	

Destroyer Thwipper

Cost	60000
Sell Price	600
Attack	84
Lv.	40
Maker	Nopon Commerce Guild
Cooldown	4.3s
Attribute	Thermal
Ammo	6
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Back Attack Plus V	
Piscinoid Slayer V	
Critical Chance Up V	

Sparrow Deadsight

Cost	90000
Sell Price	900
Attack	98
Lv.	40
Maker	Six Stars
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-10
TP Gain	7
Upgrades	0/3
AUGMENTS	
Humanoid Slayer V	
Destabilizer V	
Opening Art: Damage Up V	

Sparrow Deadsight II

Cost	90000
Sell Price	900
Attack	98
Lv.	40
Maker	Six Stars
Cooldown	3.3s
Attribute	Physical
Ammo	3
Stability	+/-20
TP Gain	7
Upgrades	0/3
AUGMENTS	
Mechanoid Slayer V	
Piscinoid Slayer V	
Ranged Accuracy Up V	

Striker Sniper Rifle

Cost	159000
Sell Price	1590
Attack	98
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VI	
Theroid Slayer VI	
Nullify Physical Reflect VI	

Striker Sniper Rifle II

Cost	159000
Sell Price	1590
Attack	98
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Ether
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Boost VI	
Vantage Attack Plus VI	
Soft Touch VI	

Striker Retic

Cost	174900
Sell Price	1749
Attack	98
Lv.	50
Maker	Grenada Galactic Group
Cooldown	3.3s
Attribute	Beam
Ammo	3
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VI	
Firing Range Up VI	
Potential Boost VI	

Striker Siarius

Cost	190800
Sell Price	1908
Attack	98
Lv.	50
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Ether
Ammo	4
Stability	+/-15
TP Gain	7
Upgrades	0/3
AUGMENTS	
Firing Range Up VI	
Potential Up VI	
Nullify Ether Reflect VI	

Striker Trigger

Cost	159000
Sell Price	1590
Attack	98
Lv.	50
Maker	Candid & Credible
Cooldown	4.0s
Attribute	Electric
Ammo	5
Stability	+/-5
TP Gain	7
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Ranged Accuracy Up VI	
Stabilizer VI	

Striker Thwipper

Cost	127200
Sell Price	1272
Attack	98
Lv.	50
Maker	Nopon Commerce Guild
Cooldown	4.3s
Attribute	Thermal
Ammo	6
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Back Attack Plus VI	
Piscinoid Slayer VI	
Critical Chance Up VI	

Foxfire Deadsight

Cost	190800
Sell Price	1908
Attack	112
Lv.	50
Maker	Six Stars
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-10
TP Gain	7
Upgrades	0/3
AUGMENTS	
Humanoid Slayer VI	
Destabilizer VI	
Opening Art: Damage Up VI	

Foxfire Deadsight II

Cost	190800
Sell Price	1908
Attack	112
Lv.	50
Maker	Six Stars
Cooldown	3.3s
Attribute	Physical
Ammo	3
Stability	+/-20
TP Gain	7
Upgrades	0/3
AUGMENTS	
Mechanoid Slayer VI	
Piscinoid Slayer VI	
Ranged Accuracy Up VI	

Delta Sniper Rifle

Cost	330000
Sell Price	3300
Attack	112
Lv.	60
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VII	
Theroid Slayer VII	
Nullify Physical Reflect VII	

Delta Sniper Rifle II

Cost	330000
Sell Price	3300
Attack	112
Lv.	60
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Ether
Ammo	5
Stability	+/-3
TP Gain	7
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Boost VII	
Vantage Attack Plus VII	
Soft Touch VII	

Delta Retic

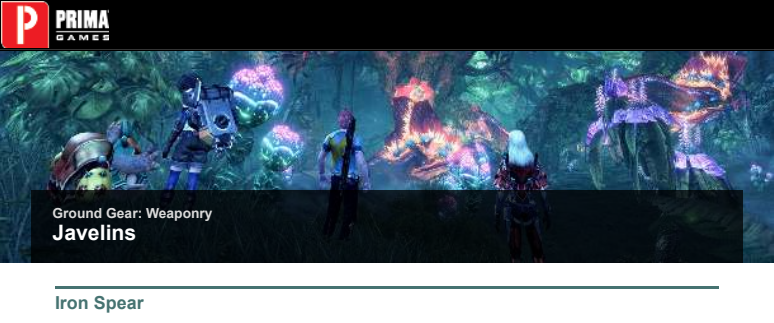
Cost	363000
Sell Price	3630
Attack	112
Lv.	60
Maker	Grenada Galactic Group
Cooldown	3.3s
Attribute	Beam
Ammo	3
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VII	
Firing Range Up VII	
Potential Boost VII	

Rectifier Deadsight II

Cost	396000
Sell Price	3960
Attack	126
Lv.	60
Maker	Six Stars
Cooldown	3.3s
Attribute	Physical
Ammo	3
Stability	+/-20
TP Gain	7
Upgrades	0/3
AUGMENTS	
Mechanoid Slayer VII	
Piscinoid Slayer VII	
Ranged Accuracy Up VII	

Delta Sicarius

Cost	396000
Sell Price	3960
Attack	112
Lv.	60
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Ether
Ammo	4
Stability	+/-15
TP Gain	7
Upgrades	0/3
AUGMENTS	
Firing Range Up VII	
Potential Up VII	
Nullify Ether Reflect VII	



Ground Gear: Weaponry

Javelins

Iron Spear

Cost	3900
Sell Price	39
Attack	78
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Attack Up I	
Insectoid Criticals Up I	
Extend Physical Res Down I	

Delta Trigger

Cost	330000
Sell Price	3300
Attack	112
Lv.	60
Maker	Candid & Credible
Cooldown	4.0s
Attribute	Electric
Ammo	5
Stability	+/-5
TP Gain	7
Upgrades	0/3
AUGMENTS	
Potential Up VII	
Ranged Accuracy Up VII	
Stabilizer VII	

Delta Thwipper

Cost	264000
Sell Price	2640
Attack	112
Lv.	60
Maker	Nopon Commerce Guild
Cooldown	4.3s
Attribute	Thermal
Ammo	6
Stability	+/-6
TP Gain	7
Upgrades	0/3
AUGMENTS	
Back Attack Plus VII	
Piscinoid Slayer VII	
Critical Chance Up VII	

Rectifier Deadsight

Cost	396000
Sell Price	3960
Attack	126
Lv.	60
Maker	Six Stars
Cooldown	4.0s
Attribute	Physical
Ammo	5
Stability	+/-10
TP Gain	7
Upgrades	0/3
AUGMENTS	
Humanoid Slayer VII	
Destabilizer VII	
Opening Art: Damage Up VII	

Iron Spear II

Cost	5800
Sell Price	58
Attack	117
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.8s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	140
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up I	
Melee Attack Up I	
Arts: Recover HP I	

Iron Parce

Cost	4200
Sell Price	42
Attack	78
Lv.	1
Maker	Grenada Galactic Group
Cooldown	2.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down I	
Theroid Criticals Up I	
Potential Up I	

Iron Bolide

Cost	3900
Sell Price	39
Attack	78
Lv.	1
Maker	Candid & Credible
Cooldown	2.5s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	155
Upgrades	0/3
AUGMENTS	
Potential Boost I	
Melee Accuracy Boost I	
Nullify Electric Reflect I	

Titanium Spear

Cost	7000
Sell Price	70
Attack	117
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Attack Up II	
Insectoid Criticals Up II	
Extend Physical Res Down II	

Titanium Spear II

Cost	10500
Sell Price	105
Attack	156
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.8s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	140
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up II	
Melee Attack Up II	
Arts: Recover HP II	

Titanium Parce

Cost	7700
Sell Price	77
Attack	117
Lv.	10
Maker	Grenada Galactic Group
Cooldown	2.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee Beam Res Down II	
Theroid Criticals Up II	
Potential Up II	

Titanium Pilum

Cost	8400
Sell Price	84
Attack	117
Lv.	10
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Beam
Ammo	0
Stability	+/-12
TP Gain	120
Upgrades	0/3
AUGMENTS	
Extend Fatigue II	
Extend Electric Res Down II	
Arts: Gain TP II	

Titanium Pilum II

Cost	8400
Sell Price	84
Attack	117
Lv.	10
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Ether
Ammo	0
Stability	+/-20
TP Gain	100
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect II	
Melee: Blackout II	
Melee Accuracy Up II	

Chrome Spear

Cost	19500
Sell Price	195
Attack	156
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Attack Up III	
Insectoid Criticals Up III	
Extend Physical Res Down III	

Chrome Spear II

Cost	29200
Sell Price	292
Attack	195
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.8s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	140
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up III	
Melee Attack Up III	
Arts: Recover HP III	

Chrome Parce

Cost	21400
Sell Price	214
Attack	156
Lv.	20
Maker	Grenada Galactic Group
Cooldown	2.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down III	
Theroid Criticals Up III	
Potential Up III	

Chrome Pilum

Cost	23400
Sell Price	234
Attack	156
Lv.	20
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Beam
Ammo	0
Stability	+/-12
TP Gain	120
Upgrades	0/3
AUGMENTS	
Extend Fatigue III	
Extend Electric Res Down III	
Arts: Gain TP III	

Chrome Pilum II

Cost	23400
Sell Price	234
Attack	156
Lv.	20
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Ether
Ammo	0
Stability	+/-20
TP Gain	100
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect III	
Melee: Blackout III	
Melee Accuracy Up III	

Chrome Bolide

Cost	19500
Sell Price	195
Attack	156
Lv.	20
Maker	Candid & Credible
Cooldown	2.5s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	155
Upgrades	0/3
AUGMENTS	
Potential Boost III	
Melee Accuracy Boost III	
Nullify Electric Reflect III	

Chrome Jyth

Cost	17500
Sell Price	175
Attack	156
Lv.	20
Maker	Orphean Technologies
Cooldown	2.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down III	
Stabilizer III	
Cooldown Reducer III	

Faithful Lance

Cost	23400
Sell Price	234
Attack	195
Lv.	20
Maker	Six Stars
Cooldown	2.5s
Attribute	Thermal
Ammo	0
Stability	+/-18
TP Gain	120
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up III	
Melee: Fatigue III	
Nullify Thermal Reflect III	

Cobalt Spear

Cost	46800
Sell Price	468
Attack	195
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Insectoid Criticals Up IV	
Extend Physical Res Down IV	

Cobalt Spear II

Cost	70200
Sell Price	702
Attack	234
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.8s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	140
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up IV	
Melee Attack Up IV	
Arts: Recover HP IV	

Cobalt Parce

Cost	51400
Sell Price	514
Attack	195
Lv.	30
Maker	Grenada Galactic Group
Cooldown	2.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down IV	
Theroid Criticals Up IV	
Potential Up IV	

Cobalt Pilum

Cost	56100
Sell Price	561
Attack	195
Lv.	30
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Beam
Ammo	0
Stability	+/-12
TP Gain	120
Upgrades	0/3
AUGMENTS	
Extend Fatigue IV	
Extend Electric Res Down IV	
Arts: Gain TP IV	

Cobalt Pilum II

Cost	56100
Sell Price	561
Attack	195
Lv.	30
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Ether
Ammo	0
Stability	+/-20
TP Gain	100
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect IV	
Melee: Blackout IV	
Melee Accuracy Up IV	

Cobalt Bolide

Cost	46800
Sell Price	468
Attack	195
Lv.	30
Maker	Candid & Credible
Cooldown	2.5s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	155
Upgrades	0/3
AUGMENTS	
Potential Boost IV	
Melee Accuracy Boost IV	
Nullify Electric Reflect IV	

Cobalt Jyth

Cost	42100
Sell Price	421
Attack	195
Lv.	30
Maker	Orphean Technologies
Cooldown	2.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down IV	
Stabilizer IV	
Cooldown Reducer IV	

Steelbreaker Lance

Cost	56100
Sell Price	561
Attack	234
Lv.	30
Maker	Six Stars
Cooldown	2.5s
Attribute	Thermal
Ammo	0
Stability	+/-18
TP Gain	120
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up IV	
Melee: Fatigue IV	
Nullify Thermal Reflect IV	

Chromoly Spear

Cost	97500
Sell Price	975
Attack	234
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Insectoid Criticals Up V	
Extend Physical Res Down V	

Chromoly Spear II

Cost	146200
Sell Price	1462
Attack	273
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.8s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	140
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up V	
Melee Attack Up V	
Arts: Recover HP V	

Chromoly Parce

Cost	107200
Sell Price	1072
Attack	234
Lv.	40
Maker	Grenada Galactic Group
Cooldown	2.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down V	
Theroid Criticals Up V	
Potential Up V	

Chromoly Pilum

Cost	117000
Sell Price	1170
Attack	234
Lv.	40
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Beam
Ammo	0
Stability	+/-12
TP Gain	120
Upgrades	0/3
AUGMENTS	
Extend Fatigue V	
Extend Electric Res Down V	
Arts: Gain TP V	

Chromoly Pilum II

Cost	117000
Sell Price	1170
Attack	234
Lv.	40
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Ether
Ammo	0
Stability	+/-20
TP Gain	100
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect V	
Melee: Blackout V	
Melee Accuracy Up V	

Chromoly Bolide

Cost	97500
Sell Price	975
Attack	234
Lv.	40
Maker	Candid & Credible
Cooldown	2.5s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	155
Upgrades	0/3
AUGMENTS	
Potential Boost V	
Melee Accuracy Boost V	
Nullify Electric Reflect V	

Chromoly Jyth

Cost	87700
Sell Price	877
Attack	234
Lv.	40
Maker	Orphean Technologies
Cooldown	2.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down V	
Stabilizer V	
Cooldown Reducer V	

Pulverizing Lance

Cost	117000
Sell Price	1170
Attack	273
Lv.	40
Maker	Six Stars
Cooldown	2.5s
Attribute	Thermal
Ammo	0
Stability	+/-18
TP Gain	120
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up V	
Melee: Fatigue V	
Nullify Thermal Reflect V	

Cermet Spear

Cost	206700
Sell Price	2067
Attack	273
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Insectoid Criticals Up VI	
Extend Physical Res Down VI	

Cermet Spear II

Cost	310000
Sell Price	3100
Attack	312
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.8s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	140
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VI	
Melee Attack Up VI	
Arts: Recover HP VI	

Cermet Parce

Cost	227300
Sell Price	2273
Attack	273
Lv.	50
Maker	Grenada Galactic Group
Cooldown	2.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VI	
Theroid Criticals Up VI	
Potential Up VI	

Cermet Pilum

Cost	248000
Sell Price	2480
Attack	273
Lv.	50
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Beam
Ammo	0
Stability	+/-12
TP Gain	120
Upgrades	0/3
AUGMENTS	
Extend Fatigue VI	
Extend Electric Res Down VI	
Arts: Gain TP VI	

Cermet Pilum II

Cost	248000
Sell Price	2480
Attack	273
Lv.	50
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Ether
Ammo	0
Stability	+/-20
TP Gain	100
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VI	
Melee: Blackout VI	
Melee Accuracy Up VI	

Cermet Bolide

Cost	206700
Sell Price	2067
Attack	273
Lv.	50
Maker	Candid & Credible
Cooldown	2.5s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	155
Upgrades	0/3
AUGMENTS	
Potential Boost VI	
Melee Accuracy Boost VI	
Nullify Electric Reflect VI	

Cermet Jyth

Cost	186000
Sell Price	1860
Attack	273
Lv.	50
Maker	Orphean Technologies
Cooldown	2.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VI	
Stabilizer VI	
Coolown Reducer VI	

Intrepid Lance

Cost	248000
Sell Price	2480
Attack	312
Lv.	50
Maker	Six Stars
Cooldown	2.5s
Attribute	Thermal
Ammo	0
Stability	+/-18
TP Gain	120
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up VI	
Melee: Fatigue VI	
Nullify Thermal Reflect VI	

Carbide Spear

Cost	429000
Sell Price	4290
Attack	312
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.5s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Attack Up VII	
Insectoid Criticals Up VII	
Extend Physical Res Down VII	

Carbide Spear II

Cost	643500
Sell Price	6435
Attack	351
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.8s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	140
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VII	
Melee Attack Up VII	
Arts: Recover HP VII	

Carbide Parce

Cost	471900
Sell Price	4719
Attack	312
Lv.	60
Maker	Grenada Galactic Group
Cooldown	2.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VII	
Theroid Criticals Up VII	
Potential Up VII	

Carbide Pilum

Cost	514800
Sell Price	5148
Attack	312
Lv.	60
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Beam
Ammo	0
Stability	+/-12
TP Gain	120
Upgrades	0/3
AUGMENTS	
Extend Fatigue VII	
Extend Electric Res Down VII	
Arts: Gain TP VII	

Carbide Pilum II

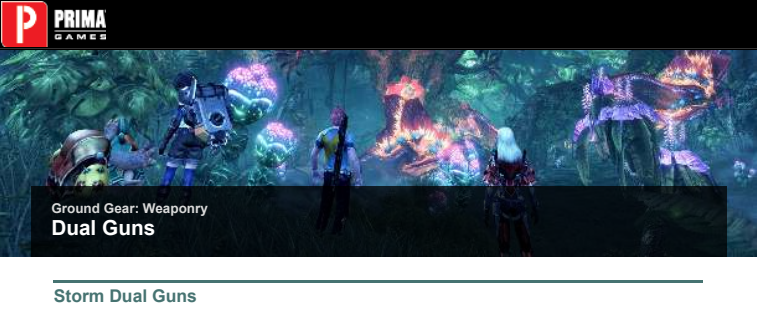
Cost	514800
Sell Price	5148
Attack	312
Lv.	60
Maker	Meredith & Co.
Cooldown	2.5s
Attribute	Ether
Ammo	0
Stability	+/-20
TP Gain	100
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VII	
Melee: Blackout VII	
Melee Accuracy Up VII	

Audacious Lance

Cost	514800
Sell Price	5148
Attack	351
Lv.	60
Maker	Six Stars
Cooldown	2.5s
Attribute	Thermal
Ammo	0
Stability	+/-18
TP Gain	120
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up VII	
Melee: Fatigue VII	
Nullify Thermal Reflect VII	

Carbide Bolide

Cost	429000
Sell Price	4290
Attack	312
Lv.	60
Maker	Candid & Credible
Cooldown	2.5s
Attribute	Electric
Ammo	0
Stability	+/-12
TP Gain	155
Upgrades	0/3
AUGMENTS	
Potential Boost VII	
Melee Accuracy Boost VII	
Nullify Electric Reflect VII	



Ground Gear: Weaponry

Dual Guns

Storm Dual Guns

Cost	2700
Sell Price	27
Attack	6
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Attack Up I	
Theroid Slayer I	
Nullify Physical Reflect I	

Storm Dual Guns II

Cost	4100
Sell Price	41
Attack	9
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	5
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up I	
Mechanoid Slayer I	
Nullify Thermal Reflect I	

Storm Gemels

Cost	3000
Sell Price	30
Attack	6
Lv.	1
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	6
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Crush: Gain TP I	
Firing Range Up I	
Potential Boost I	

Carbide Jyth

Cost	386100
Sell Price	3861
Attack	312
Lv.	60
Maker	Orphean Technologies
Cooldown	2.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VII	
Stabilizer VII	
Cooldown Reducer VII	

Soldier Dual Guns

Cost	4900
Sell Price	49
Attack	9
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Attack Up II	
Theroid Slayer II	
Nullify Physical Reflect II	

Soldier Dual Guns II

Cost	7400
Sell Price	74
Attack	12
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	5
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up II	
Mechanoid Slayer II	
Nullify Thermal Reflect II	

Soldier Gemels

Cost	5400
Sell Price	54
Attack	9
Lv.	10
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	6
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Crush: Gain TP II	
Firing Range Up II	
Potential Boost II	

Soldier Pistolia

Cost	5900
Sell Price	59
Attack	9
Lv.	10
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	6
Stability	+/-18
TP Gain	2
Upgrades	0/3
AUGMENTS	
Firing Range Up II	
Potential Up II	
Nullify Ether Reflect II	

Warrior Dual Guns

Cost	13700
Sell Price	137
Attack	12
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Attack Up III	
Theroid Slayer III	
Nullify Physical Reflect III	

Warrior Dual Guns II

Cost	20600
Sell Price	206
Attack	15
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	5
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up III	
Mechanoid Slayer III	
Nullify Thermal Reflect III	

Warrior Gemels

Cost	15100
Sell Price	151
Attack	12
Lv.	20
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	6
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Crush: Gain TP III	
Firing Range Up III	
Potential Boost III	

Warrior Pistolia

Cost	16500
Sell Price	165
Attack	12
Lv.	20
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	6
Stability	+/-18
TP Gain	2
Upgrades	0/3
AUGMENTS	
Firing Range Up III	
Potential Up III	
Nullify Ether Reflect III	

Warior Dyads

Cost	13700
Sell Price	137
Attack	12
Lv.	20
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	8
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Up III	
Ranged Accuracy Up III	
Stabilizer III	

Warior Dyads III

Cost	13700
Sell Price	137
Attack	12
Lv.	20
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Gravity
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Overdrive Count Up III	
Stabilizer III	
Extend Critical Power III	

Warior Dyads II

Cost	13700
Sell Price	137
Attack	12
Lv.	20
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Ether
Ammo	4
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Boost III	
Ranged Accuracy Boost III	
Stabilizer III	

Warrior Bangbangs

Cost	11000
Sell Price	110
Attack	12
Lv.	20
Maker	Nopon Commerce Guild
Cooldown	2.0s
Attribute	Thermal
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Back Attack Plus III	
Piscinoid Slayer III	
Critical Chance Up III	

Rugged Sidearm

Cost	16500
Sell Price	165
Attack	15
Lv.	20
Maker	Six Stars
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-16
TP Gain	2
Upgrades	0/3
AUGMENTS	
Humanoid Slayer III	
Destabilizer III	
Opening Art: Damage Up III	

Ophidian Dual Guns

Cost	33000
Sell Price	330
Attack	15
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Attack Up IV	
Theroid Slayer IV	
Nullify Physical Reflect IV	

Ophidian Dual Guns II

Cost	49500
Sell Price	495
Attack	18
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	5
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up IV	
Mechanoid Slayer IV	
Nullify Thermal Reflect IV	

Ophidian Gemels

Cost	36300
Sell Price	363
Attack	15
Lv.	30
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	6
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Crush: Gain TP IV	
Firing Range Up IV	
Potential Boost IV	

Ophidian Pistolia

Cost	39600
Sell Price	396
Attack	15
Lv.	30
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	6
Stability	+/-18
TP Gain	2
Upgrades	0/3
AUGMENTS	
Firing Range Up IV	
Potential Up IV	
Nullify Ether Reflect IV	

Ophidian Dyads

Cost	33000
Sell Price	330
Attack	15
Lv.	30
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	8
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Ranged Accuracy Up IV	
Stabilizer IV	

Ophidian Dyads III

Cost	33000
Sell Price	330
Attack	15
Lv.	30
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Gravity
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Overdrive Count Up IV	
Stabilizer IV	
Extend Critical Power IV	

Ophidian Dyads II

Cost	33000
Sell Price	330
Attack	15
Lv.	30
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Ether
Ammo	4
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Boost IV	
Ranged Accuracy Boost IV	
Stabilizer IV	

Ophidian Bangbangs

Cost	26400
Sell Price	264
Attack	15
Lv.	30
Maker	Nopon Commerce Guild
Cooldown	2.0s
Attribute	Thermal
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Back Attack Plus IV	
Piscinoid Slayer IV	
Critical Chance Up IV	

Devastator Sidearm

Cost	39600
Sell Price	396
Attack	18
Lv.	30
Maker	Six Stars
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-16
TP Gain	2
Upgrades	0/3
AUGMENTS	
Humanoid Slayer IV	
Destabilizer IV	
Opening Art: Damage Up IV	

Destroyer Dual Guns

Cost	68700
Sell Price	687
Attack	18
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Attack Up V	
Theroid Slayer V	
Nullify Physical Reflect V	

Destroyer Dual Guns II

Cost	103100
Sell Price	1031
Attack	21
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	5
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up V	
Mechanoid Slayer V	
Nullify Thermal Reflect V	

Destroyer Gemels

Cost	75600
Sell Price	756
Attack	18
Lv.	40
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	6
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Crush: Gain TP V	
Firing Range Up V	
Potential Boost V	

Destroyer Pistolia

Cost	82500
Sell Price	825
Attack	18
Lv.	40
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	6
Stability	+/-18
TP Gain	2
Upgrades	0/3
AUGMENTS	
Firing Range Up V	
Potential Up V	
Nullify Ether Reflect V	

Destroyer Dyads

Cost	68700
Sell Price	687
Attack	18
Lv.	40
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	8
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Up V	
Ranged Accuracy Up V	
Stabilizer V	

Destroyer Dyads III

Cost	68700
Sell Price	687
Attack	18
Lv.	40
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Gravity
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Overdrive Count Up V	
Stabilizer V	
Extend Critical Power V	

Destroyer Dyads II

Cost	68700
Sell Price	687
Attack	18
Lv.	40
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Ether
Ammo	4
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Boost V	
Ranged Accuracy Boost V	
Stabilizer V	

Destroyer Bangbangs

Cost	55000
Sell Price	550
Attack	18
Lv.	40
Maker	Nopon Commerce Guild
Cooldown	2.0s
Attribute	Thermal
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Back Attack Plus V	
Piscinoid Slayer V	
Critical Chance Up V	

Sparrow Sidearm

Cost	82500
Sell Price	825
Attack	21
Lv.	40
Maker	Six Stars
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-16
TP Gain	2
Upgrades	0/3
AUGMENTS	
Humanoid Slayer V	
Destabilizer V	
Opening Art: Damage Up V	

Striker Dual Guns

Cost	145700
Sell Price	1457
Attack	21
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VI	
Theroid Slayer VI	
Nullify Physical Reflect VI	

Striker Dual Guns II

Cost	218600
Sell Price	2186
Attack	24
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	5
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VI	
Mechanoid Slayer VI	
Nullify Thermal Reflect VI	

Striker Gemels

Cost	160300
Sell Price	1603
Attack	21
Lv.	50
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	6
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VI	
Firing Range Up VI	
Potential Boost VI	

Striker Pistolia

Cost	174900
Sell Price	1749
Attack	21
Lv.	50
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	6
Stability	+/-18
TP Gain	2
Upgrades	0/3
AUGMENTS	
Firing Range Up VI	
Potential Up VI	
Nullify Ether Reflect VI	

Striker Dyads

Cost	145700
Sell Price	1457
Attack	21
Lv.	50
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	8
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Ranged Accuracy Up VI	
Stabilizer VI	

Striker Dyads III

Cost	145700
Sell Price	1457
Attack	21
Lv.	50
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Gravity
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Overdrive Count Up VI	
Stabilizer VI	
Extend Critical Power VI	

Striker Dyads II

Cost	145700
Sell Price	1457
Attack	21
Lv.	50
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Ether
Ammo	4
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Boost VI	
Ranged Accuracy Boost VI	
Stabilizer VI	

Striker Bangbangs

Cost	116600
Sell Price	1166
Attack	21
Lv.	50
Maker	Nopon Commerce Guild
Cooldown	2.0s
Attribute	Thermal
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Back Attack Plus VI	
Piscinoid Slayer VI	
Critical Chance Up VI	

Foxfire Sidearm

Cost	174900
Sell Price	1749
Attack	24
Lv.	50
Maker	Six Stars
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-16
TP Gain	2
Upgrades	0/3
AUGMENTS	
Humanoid Slayer VI	
Destabilizer VI	
Opening Art: Damage Up VI	

Delta Dual Guns

Cost	302500
Sell Price	3025
Attack	24
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VII	
Theroid Slayer VII	
Nullify Physical Reflect VII	

Delta Dual Guns II

Cost	453700
Sell Price	4537
Attack	27
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	5
Stability	+/-8
TP Gain	2
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VII	
Mechanoid Slayer VII	
Nullify Thermal Reflect VII	

Delta Gemels

Cost	332700
Sell Price	3327
Attack	24
Lv.	60
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	6
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VII	
Firing Range Up VII	
Potential Boost VII	

Delta Pistolia

Cost	36300
Sell Price	3630
Attack	24
Lv.	60
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	6
Stability	+/-18
TP Gain	2
Upgrades	0/3
AUGMENTS	
Firing Range Up VII	
Potential Up VII	
Nullify Ether Reflect VII	

Delta Dyads

Cost	302500
Sell Price	3025
Attack	24
Lv.	60
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	8
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Up VII	
Ranged Accuracy Up VII	
Stabilizer VII	

Delta Dyads III

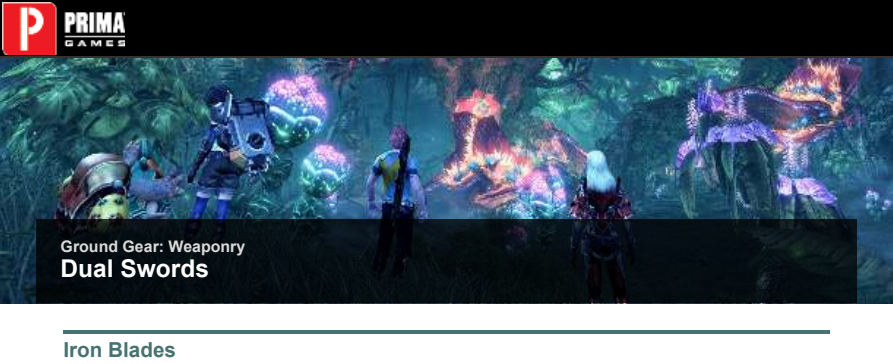
Cost	302500
Sell Price	3025
Attack	24
Lv.	60
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Gravity
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Overdrive Count Up VII	
Stabilizer VII	
Extend Critical Power VII	

Delta Dyads II

Cost	302500
Sell Price	3025
Attack	24
Lv.	60
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Ether
Ammo	4
Stability	+/-10
TP Gain	2
Upgrades	0/3
AUGMENTS	
Potential Boost VII	
Ranged Accuracy Boost VII	
Stabilizer VII	

Rectifier Sidearm

Cost	363000
Sell Price	3630
Attack	27
Lv.	60
Maker	Six Stars
Cooldown	2.0s
Attribute	Physical
Ammo	8
Stability	+/-16
TP Gain	2
Upgrades	0/3
AUGMENTS	
Humanoid Slayer VII	
Destabilizer VII	
Opening Art: Damage Up VII	



Ground Gear: Weaponry

Dual Swords

Iron Blades

Cost	2700
Sell Price	27
Attack	16
Lv.	1
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Physical
Ammo	0
Stability	+/-5
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee Attack Up I	
Insectoid Criticals Up I	
Extend Fatigue I	

Iron Blades II

Cost	4000
Sell Price	40
Attack	24
Lv.	1
Maker	Sakuraba Industries
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	72
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up I	
Melee Attack Up I	
Arts: Recover HP I	

Iron Ralzes

Cost	2900
Sell Price	29
Attack	16
Lv.	1
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	36
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down I	
Theroid Criticals Up I	
Potential Up I	

Titanium Blades

Cost	4800
Sell Price	48
Attack	24
Lv.	10
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Physical
Ammo	0
Stability	+/-5
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee Attack Up II	
Insectoid Criticals Up II	
Extend Fatigue II	

Delta Bangbangs

Cost	242000
Sell Price	2420
Attack	24
Lv.	60
Maker	Nopon Commerce Guild
Cooldown	2.0s
Attribute	Thermal
Ammo	8
Stability	+/-12
TP Gain	2
Upgrades	0/3
AUGMENTS	
Back Attack Plus VII	
Piscinoid Slayer VII	
Critical Chance Up VII	

Titanium Blades II

Cost	7200
Sell Price	72
Attack	32
Lv.	10
Maker	Sakuraba Industries
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	72
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up II	
Melee Attack Up II	
Arts: Recover HP II	

Titanium Ralzes

Cost	5300
Sell Price	53
Attack	24
Lv.	10
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	36
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down II	
Theroid Criticals Up II	
Potential Up II	

Titanium Gladiis

Cost	5800
Sell Price	58
Attack	24
Lv.	10
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	48
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect II	
Melee: Blackout II	
Melee Accuracy Up II	

Chrome Blades

Cost	13500
Sell Price	135
Attack	32
Lv.	20
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Physical
Ammo	0
Stability	+/-5
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee Attack Up III	
Insectoid Criticals Up III	
Extend Fatigue III	

Chrome Blades II

Cost	20200
Sell Price	202
Attack	40
Lv.	20
Maker	Sakuraba Industries
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	72
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up III	
Melee Attack Up III	
Arts: Recover HP III	

Chrome Ralzes

Cost	14800
Sell Price	148
Attack	32
Lv.	20
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	36
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down III	
Theroid Criticals Up III	
Potential Up III	

Chrome Gladiis

Cost	16200
Sell Price	162
Attack	32
Lv.	20
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	48
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect III	
Melee: Blackout III	
Melee Accuracy Up III	

Chrome Twins

Cost	13500
Sell Price	135
Attack	32
Lv.	20
Maker	Candid & Credible
Cooldown	1.5s
Attribute	Electric
Ammo	0
Stability	+/-8
TP Gain	88
Upgrades	0/3
AUGMENTS	
Potential Boost III	
Melee Accuracy Boost III	
Nullify Electric Reflect III	

Chrome Watxes

Cost	12100
Sell Price	121
Attack	32
Lv.	20
Maker	Orphean Technologies
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-10
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down III	
Stabilizer III	
Cooldown Reducer III	

Faithful Edges II

Cost	16200
Sell Price	162
Attack	40
Lv.	20
Maker	Six Stars
Cooldown	1.5s
Attribute	Thermal
Ammo	0
Stability	+/-12
TP Gain	72
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up III	
Melee: Fatigue III	
Nullify Thermal Reflect III	

Faithful Edges

Cost	16200
Sell Price	162
Attack	40
Lv.	20
Maker	Six Stars
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Physical Res Down III	
Theroid Criticals Up III	
Insectoid Criticals Up III	

Cobalt Blades

Cost	32400
Sell Price	324
Attack	40
Lv.	30
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Physical
Ammo	0
Stability	+/-5
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Insectoid Criticals Up IV	
Extend Fatigue IV	

Cobalt Blades II

Cost	48600
Sell Price	486
Attack	48
Lv.	30
Maker	Sakuraba Industries
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	72
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up IV	
Melee Attack Up IV	
Arts: Recover HP IV	

Cobalt Ralzes

Cost	35600
Sell Price	356
Attack	40
Lv.	30
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	36
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down IV	
Theroid Criticals Up IV	
Potential Up IV	

Cobalt Gladiis

Cost	38800
Sell Price	388
Attack	40
Lv.	30
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	48
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect IV	
Melee: Blackout IV	
Melee Accuracy Up IV	

Cobalt Twins

Cost	32400
Sell Price	324
Attack	40
Lv.	30
Maker	Candid & Credible
Cooldown	1.5s
Attribute	Electric
Ammo	0
Stability	+/-8
TP Gain	88
Upgrades	0/3
AUGMENTS	
Potential Boost IV	
Melee Accuracy Boost IV	
Nullify Electric Reflect IV	

Cobalt Watxes

Cost	29100
Sell Price	291
Attack	40
Lv.	30
Maker	Orphean Technologies
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-10
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down IV	
Stabilizer IV	
Cooldown Reducer IV	

Steelbreaker Edges II

Cost	38800
Sell Price	388
Attack	48
Lv.	30
Maker	Six Stars
Cooldown	1.5s
Attribute	Thermal
Ammo	0
Stability	+/-12
TP Gain	72
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up IV	
Melee: Fatigue IV	
Nullify Thermal Reflect IV	

Steelbreaker Edges

Cost	38800
Sell Price	388
Attack	48
Lv.	30
Maker	Six Stars
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Physical Res Down IV	
Theroid Criticals Up IV	
Insectoid Criticals Up IV	

Chromoly Blades

Cost	67500
Sell Price	675
Attack	48
Lv.	40
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Physical
Ammo	0
Stability	+/-5
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Insectoid Criticals Up V	
Extend Fatigue V	

Chromoly Blades II

Cost	101200
Sell Price	1012
Attack	56
Lv.	40
Maker	Sakuraba Industries
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	72
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up V	
Melee Attack Up V	
Arts: Recover HP V	

Chromoly Ralzes

Cost	74200
Sell Price	742
Attack	48
Lv.	40
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	36
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down V	
Theroid Criticals Up V	
Potential Up V	

Chromoly Gladiis

Cost	81000
Sell Price	810
Attack	48
Lv.	40
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	48
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect V	
Melee: Blackout V	
Melee Accuracy Up V	

Chromoly Twins

Cost	67500
Sell Price	675
Attack	48
Lv.	40
Maker	Candid & Credible
Cooldown	1.5s
Attribute	Electric
Ammo	0
Stability	+/-8
TP Gain	88
Upgrades	0/3
AUGMENTS	
Potential Boost V	
Melee Accuracy Boost V	
Nullify Electric Reflect V	

Chromoly Watxes

Cost	60700
Sell Price	607
Attack	48
Lv.	40
Maker	Orphean Technologies
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-10
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down V	
Stabilizer V	
Cooldown Reducer V	

Pulverizing Edges II

Cost	81000
Sell Price	810
Attack	56
Lv.	40
Maker	Six Stars
Cooldown	1.5s
Attribute	Thermal
Ammo	0
Stability	+/-12
TP Gain	72
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up V	
Melee: Fatigue V	
Nullify Thermal Reflect V	

Pulverizing Edges

Cost	81000
Sell Price	810
Attack	56
Lv.	40
Maker	Six Stars
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Physical Res Down V	
Theroid Criticals Up V	
Insectoid Criticals Up V	

Cermet Blades

Cost	143100
Sell Price	1431
Attack	56
Lv.	50
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Physical
Ammo	0
Stability	+/-5
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Insectoid Criticals Up VI	
Extend Fatigue VI	

Cermet Blades II

Cost	214600
Sell Price	2146
Attack	64
Lv.	50
Maker	Sakuraba Industries
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	72
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VI	
Melee Attack Up VI	
Arts: Recover HP VI	

Cermet Ralzes

Cost	157400
Sell Price	1574
Attack	56
Lv.	50
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	36
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VI	
Theroid Criticals Up VI	
Potential Up VI	

Cermet Gladiis

Cost	171700
Sell Price	1717
Attack	56
Lv.	50
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	48
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VI	
Melee: Blackout VI	
Melee Accuracy Up VI	

Cermet Twins

Cost	143100
Sell Price	1431
Attack	56
Lv.	50
Maker	Candid & Credible
Cooldown	1.5s
Attribute	Electric
Ammo	0
Stability	+/-8
TP Gain	88
Upgrades	0/3
AUGMENTS	
Potential Boost VI	
Melee Accuracy Boost VI	
Nullify Electric Reflect VI	

Cermet Watxes

Cost	128700
Sell Price	1287
Attack	56
Lv.	50
Maker	Orphean Technologies
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-10
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VI	
Stabilizer VI	
Cooldown Reducer VI	

Intrepid Edges II

Cost	171700
Sell Price	1717
Attack	64
Lv.	50
Maker	Six Stars
Cooldown	1.5s
Attribute	Thermal
Ammo	0
Stability	+/-12
TP Gain	72
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up VI	
Melee: Fatigue VI	
Nullify Thermal Reflect VI	

Intrepid Edges

Cost	171700
Sell Price	1717
Attack	64
Lv.	50
Maker	Six Stars
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Physical Res Down VI	
Theroid Criticals Up VI	
Insectoid Criticals Up VI	

Carbide Blades

Cost	297000
Sell Price	2970
Attack	64
Lv.	60
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Physical
Ammo	0
Stability	+/-5
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee Attack Up VII	
Insectoid Criticals Up VII	
Extend Fatigue VII	

Carbide Blades II

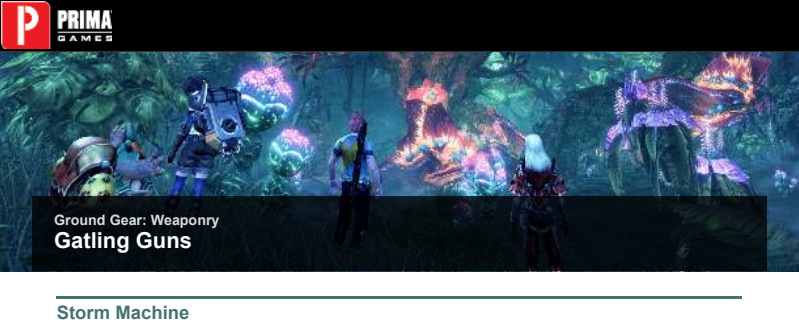
Cost	44500
Sell Price	4455
Attack	72
Lv.	60
Maker	Sakuraba Industries
Cooldown	1.7s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	72
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VII	
Melee Attack Up VII	
Arts: Recover HP VII	

Audacious Edges

Cost	356400
Sell Price	3564
Attack	72
Lv.	60
Maker	Six Stars
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Physical Res Down VII	
Theroid Criticals Up VII	
Insectoid Criticals Up VII	

Carbide Ralzes

Cost	326700
Sell Price	3267
Attack	64
Lv.	60
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Physical
Ammo	0
Stability	+/-10
TP Gain	36
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VII	
Theroid Criticals Up VII	
Potential Up VII	



Ground Gear: Weaponry

Gatling Guns

Storm Machine

Cost	3200
Sell Price	32
Attack	5
Lv.	1
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up I	
Theroid Slayer I	
Extend Thermal Res Down I	

Carbide Gladiis

Cost	356400
Sell Price	3564
Attack	64
Lv.	60
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	48
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VII	
Melee: Blackout VII	
Melee Accuracy Up VII	

Carbide Twins

Cost	297000
Sell Price	2970
Attack	64
Lv.	60
Maker	Candid & Credible
Cooldown	1.5s
Attribute	Electric
Ammo	0
Stability	+/-8
TP Gain	88
Upgrades	0/3
AUGMENTS	
Potential Boost VII	
Melee Accuracy Boost VII	
Nullify Electric Reflect VII	

Carbide Watxes

Cost	267300
Sell Price	2673
Attack	64
Lv.	60
Maker	Orphean Technologies
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-10
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VII	
Stabilizer VII	
Cooldown Reducer VII	

Audacious Edges II

Cost	356400
Sell Price	3564
Attack	72
Lv.	60
Maker	Six Stars
Cooldown	1.5s
Attribute	Thermal
Ammo	0
Stability	+/-12
TP Gain	72
Upgrades	0/3
AUGMENTS	
Humanoid Criticals Up VII	
Melee: Fatigue VII	
Nullify Thermal Reflect VII	

Storm Machine II

Cost	4800
Sell Price	48
Attack	7
Lv.	1
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	28
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up I	
Mechanoid Slayer I	
Nullify Thermal Reflect I	

Storm Repethe

Cost	3500
Sell Price	35
Attack	5
Lv.	1
Maker	Grenada Galactic Group
Cooldown	5.3s
Attribute	Beam
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP I	
Firing Range Up I	
Potential Boost I	

Soldier Machine

Cost	5800
Sell Price	58
Attack	7
Lv.	10
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up II	
Theroid Slayer II	
Extend Thermal Res Down II	

Soldier Machine II

Cost	8700
Sell Price	87
Attack	10
Lv.	10
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	28
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up II	
Mechanoid Slayer II	
Nullify Thermal Reflect II	

Soldier Repethe

Cost	6400
Sell Price	64
Attack	7
Lv.	10
Maker	Grenada Galactic Group
Cooldown	5.3s
Attribute	Beam
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP II	
Firing Range Up II	
Potential Boost II	

Soldier Grando II

Cost	7000
Sell Price	70
Attack	7
Lv.	10
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Gravity
Ammo	36
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down II	
Stabilizer II	
Ranged Attack Boost II	

Soldier Grando

Cost	7000
Sell Price	70
Attack	7
Lv.	10
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-25
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up II	
Potential Up II	
Nullify Ether Reflect II	

Warrior Machine

Cost	16200
Sell Price	162
Attack	10
Lv.	20
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up III	
Theroid Slayer III	
Extend Thermal Res Down III	

Warrior Machine II

Cost	24300
Sell Price	243
Attack	12
Lv.	20
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	28
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up III	
Mechanoid Slayer III	
Nullify Thermal Reflect III	

Warrior Repethe

Cost	17800
Sell Price	178
Attack	10
Lv.	20
Maker	Grenada Galactic Group
Cooldown	5.3s
Attribute	Beam
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP III	
Firing Range Up III	
Potential Boost III	

Warrior Grando II

Cost	19500
Sell Price	195
Attack	10
Lv.	20
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Gravity
Ammo	36
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down III	
Stabilizer III	
Ranged Attack Boost III	

Warrior Grando

Cost	19500
Sell Price	195
Attack	10
Lv.	20
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-25
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up III	
Potential Up III	
Nullify Ether Reflect III	

Warrior Crank

Cost	16200
Sell Price	162
Attack	10
Lv.	20
Maker	Candid & Credible
Cooldown	6.0s
Attribute	Electric
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up III	
Ranged Accuracy Up III	
Stabilizer III	

Warrior Ratatatta

Cost	13000
Sell Price	130
Attack	10
Lv.	20
Maker	Nopon Commerce Guild
Cooldown	6.7s
Attribute	Thermal
Ammo	48
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Back Attack Plus III	
Piscinoid Slayer III	
Critical Chance Up III	

Warrior Ziyse

Cost	14600
Sell Price	146
Attack	10
Lv.	20
Maker	Orphean Technologies
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Arts: Gain TP III	
Destabilizer III	
Cooldown Reducer III	

Ophidian Machine

Cost	39000
Sell Price	390
Attack	12
Lv.	30
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up IV	
Theroid Slayer IV	
Extend Thermal Res Down IV	

Ophidian Machine II

Cost	58500
Sell Price	585
Attack	15
Lv.	30
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	28
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up IV	
Mechanoid Slayer IV	
Nullify Thermal Reflect IV	

Ophidian Repethe

Cost	42900
Sell Price	429
Attack	12
Lv.	30
Maker	Grenada Galactic Group
Cooldown	5.3s
Attribute	Beam
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP IV	
Firing Range Up IV	
Potential Boost IV	

Ophidian Grando II

Cost	46800
Sell Price	468
Attack	12
Lv.	30
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Gravity
Ammo	36
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down IV	
Stabilizer IV	
Ranged Attack Boost IV	

Ophidian Grando

Cost	46800
Sell Price	468
Attack	12
Lv.	30
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-25
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up IV	
Potential Up IV	
Nullify Ether Reflect IV	

Ophidian Crank

Cost	39000
Sell Price	390
Attack	12
Lv.	30
Maker	Candid & Credible
Cooldown	6.0s
Attribute	Electric
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Ranged Accuracy Up IV	
Stabilizer IV	

Ophidian Ratatatta

Cost	31200
Sell Price	312
Attack	12
Lv.	30
Maker	Nopon Commerce Guild
Cooldown	6.7s
Attribute	Thermal
Ammo	48
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Back Attack Plus IV	
Piscinoid Slayer IV	
Critical Chance Up IV	

Ophidian Ziyse

Cost	35100
Sell Price	351
Attack	12
Lv.	30
Maker	Orphean Technologies
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Arts: Gain TP IV	
Destabilizer IV	
Cooldown Reducer IV	

Destroyer Machine

Cost	81200
Sell Price	812
Attack	15
Lv.	40
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up V	
Theroid Slayer V	
Extend Thermal Res Down V	

Destroyer Machine II

Cost	121800
Sell Price	1218
Attack	17
Lv.	40
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	28
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up V	
Mechanoid Slayer V	
Nullify Thermal Reflect V	

Destroyer Repethe

Cost	89300
Sell Price	893
Attack	15
Lv.	40
Maker	Grenada Galactic Group
Cooldown	5.3s
Attribute	Beam
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP V	
Firing Range Up V	
Potential Boost V	

Destroyer Grando II

Cost	97500
Sell Price	975
Attack	15
Lv.	40
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Gravity
Ammo	36
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down V	
Stabilizer V	
Ranged Attack Boost V	

Destroyer Grando

Cost	97500
Sell Price	975
Attack	15
Lv.	40
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-25
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up V	
Potential Up V	
Nullify Ether Reflect V	

Destroyer Crank

Cost	81200
Sell Price	812
Attack	15
Lv.	40
Maker	Candid & Credible
Cooldown	6.0s
Attribute	Electric
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up V	
Ranged Accuracy Up V	
Stabilizer V	

Destroyer Ratatatta

Cost	65000
Sell Price	650
Attack	15
Lv.	40
Maker	Nopon Commerce Guild
Cooldown	6.7s
Attribute	Thermal
Ammo	48
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Back Attack Plus V	
Piscinoid Slayer V	
Critical Chance Up V	

Destroyer Ziyse

Cost	73100
Sell Price	731
Attack	15
Lv.	40
Maker	Orphean Technologies
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Arts: Gain TP V	
Destabilizer V	
Cooldown Reducer V	

Striker Machine

Cost	172200
Sell Price	1722
Attack	17
Lv.	50
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VI	
Theroid Slayer VI	
Extend Thermal Res Down VI	

Striker Machine II

Cost	258300
Sell Price	2583
Attack	20
Lv.	50
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	28
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VI	
Mechanoid Slayer VI	
Nullify Thermal Reflect VI	

Striker Repethe

Cost	189400
Sell Price	1894
Attack	17
Lv.	50
Maker	Grenada Galactic Group
Cooldown	5.3s
Attribute	Beam
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VI	
Firing Range Up VI	
Potential Boost VI	

Striker Grando II

Cost	206700
Sell Price	2067
Attack	17
Lv.	50
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Gravity
Ammo	36
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down VI	
Stabilizer VI	
Ranged Attack Boost VI	

Striker Grando

Cost	206700
Sell Price	2067
Attack	17
Lv.	50
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-25
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up VI	
Potential Up VI	
Nullify Ether Reflect VI	

Striker Crank

Cost	172200
Sell Price	1722
Attack	17
Lv.	50
Maker	Candid & Credible
Cooldown	6.0s
Attribute	Electric
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Ranged Accuracy Up VI	
Stabilizer VI	

Striker Ratatatta

Cost	137800
Sell Price	1378
Attack	17
Lv.	50
Maker	Nopon Commerce Guild
Cooldown	6.7s
Attribute	Thermal
Ammo	48
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Back Attack Plus VI	
Piscinoid Slayer VI	
Critical Chance Up VI	

Striker Ziyse

Cost	155000
Sell Price	1550
Attack	17
Lv.	50
Maker	Orphean Technologies
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Arts: Gain TP VI	
Destabilizer VI	
Cooldown Reducer VI	

Delta Machine

Cost	357500
Sell Price	3575
Attack	20
Lv.	60
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VII	
Theroid Slayer VII	
Extend Thermal Res Down VII	

Delta Machine II

Cost	536200
Sell Price	5362
Attack	22
Lv.	60
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Physical
Ammo	28
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VII	
Mechanoid Slayer VII	
Nullify Thermal Reflect VII	

Delta Repethe

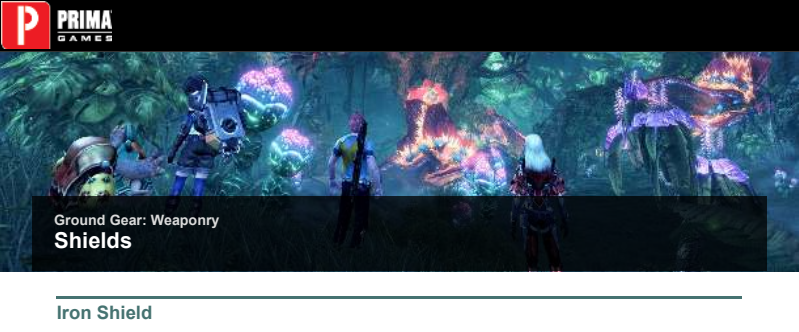
Cost	393200
Sell Price	3932
Attack	20
Lv.	60
Maker	Grenada Galactic Group
Cooldown	5.3s
Attribute	Beam
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VII	
Firing Range Up VII	
Potential Boost VII	

Delta Grando II

Cost	429000
Sell Price	4290
Attack	20
Lv.	60
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Gravity
Ammo	36
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down VII	
Stabilizer VII	
Ranged Attack Boost VII	

Delta Ziyse

Cost	321700
Sell Price	3217
Attack	20
Lv.	60
Maker	Orphean Technologies
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Arts: Gain TP VII	
Destabilizer VII	
Cooldown Reducer VII	



Ground Gear: Weaponry

Shields

Iron Shield

Cost	3600
Sell Price	36
Attack	80
Lv.	1
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	165
Upgrades	0/3
AUGMENTS	
Resist Flinch I	
Insectoid Criticals Up I	
Extend Taunt I	

Iron Paive

Cost	3900
Sell Price	39
Attack	80
Lv.	1
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: TP Gain Up	
Stun: Decoy I	
Extend Blaze I	

Delta Grando

Cost	429000
Sell Price	4290
Attack	20
Lv.	60
Maker	Meredith & Co.
Cooldown	6.0s
Attribute	Ether
Ammo	32
Stability	+/-25
TP Gain	1
Upgrades	0/3
AUGMENTS	
Firing Range Up VII	
Potential Up VII	
Nullify Ether Reflect VII	

Delta Crank

Cost	357500
Sell Price	3575
Attack	20
Lv.	60
Maker	Candid & Credible
Cooldown	6.0s
Attribute	Electric
Ammo	36
Stability	+/-12
TP Gain	1
Upgrades	0/3
AUGMENTS	
Potential Up VII	
Ranged Accuracy Up VII	
Stabilizer VII	

Delta Ratatatta

Cost	286000
Sell Price	2860
Attack	20
Lv.	60
Maker	Nopon Commerce Guild
Cooldown	6.7s
Attribute	Thermal
Ammo	48
Stability	+/-20
TP Gain	1
Upgrades	0/3
AUGMENTS	
Back Attack Plus VII	
Piscinoid Slayer VII	
Critical Chance Up VII	

Titanium Shield

Cost	6400
Sell Price	64
Attack	120
Lv.	10
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	165
Upgrades	0/3
AUGMENTS	
Resist Flinch II	
Insectoid Criticals Up II	
Extend Taunt II	

Titanium Paive

Cost	7100
Sell Price	71
Attack	120
Lv.	10
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: TP Gain Up	
Stun: Decoy II	
Extend Blaze II	

Titanium Parma

Cost	7700
Sell Price	77
Attack	120
Lv.	10
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up II	
Topple: Decoy II	
Beam Resistance Up II	

Titanium Parma II

Cost	7700
Sell Price	77
Attack	120
Lv.	10
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Ether
Ammo	0
Stability	+/-25
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Blackout II	
Topple: Decoy II	
Ether Resistance Up II	

Chrome Shield

Cost	18000
Sell Price	180
Attack	160
Lv.	20
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	165
Upgrades	0/3
AUGMENTS	
Resist Flinch III	
Insectoid Criticals Up III	
Extend Taunt III	

Chrome Paive

Cost	19800
Sell Price	198
Attack	160
Lv.	20
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: TP Gain Up	
Stun: Decoy III	
Extend Blaze III	

Chrome Parma

Cost	21600
Sell Price	216
Attack	160
Lv.	20
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up III	
Topple: Decoy III	
Beam Resistance Up III	

Chrome Parma II

Cost	21600
Sell Price	216
Attack	160
Lv.	20
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Ether
Ammo	0
Stability	+/-25
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Blackout III	
Topple: Decoy III	
Ether Resistance Up III	

Chrome Haven

Cost	18000
Sell Price	180
Attack	160
Lv.	20
Maker	Candid & Credible
Cooldown	3.0s
Attribute	Electric
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee Attack Up III	
Stun: Barrier III	
Electric Resistance Up III	

Chrome Haven II

Cost	18000
Sell Price	180
Attack	160
Lv.	20
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	200
Upgrades	0/3
AUGMENTS	
Topple: Barrier III	
Taunt: Barrier III	
Resist Knockback III	

Chrome Thudclang

Cost	14400
Sell Price	144
Attack	160
Lv.	20
Maker	Nopon Commerce Guild
Cooldown	3.2s
Attribute	Thermal
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Back Attack Plus III	
Topple: Barrier III	
Extend Slow Arts III	

Chrome Honor

Cost	36000
Sell Price	360
Attack	160
Lv.	20
Maker	Factory 1.21
Cooldown	3.0s
Attribute	Gravity
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost III	
Stabilizer III	
Reflect: Gravity	

Cobalt Shield

Cost	43200
Sell Price	432
Attack	200
Lv.	30
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	165
Upgrades	0/3
AUGMENTS	
Resist Flinch IV	
Insectoid Criticals Up IV	
Extend Taunt IV	

Cobalt Paive

Cost	47500
Sell Price	475
Attack	200
Lv.	30
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: TP Gain Up	
Stun: Decoy IV	
Extend Blaze IV	

Cobalt Parma

Cost	51800
Sell Price	518
Attack	200
Lv.	30
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up IV	
Topple: Decoy IV	
Beam Resistance Up IV	

Cobalt Parma II

Cost	51800
Sell Price	518
Attack	200
Lv.	30
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Ether
Ammo	0
Stability	+/-25
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Blackout IV	
Topple: Decoy IV	
Ether Resistance Up IV	

Cobalt Haven

Cost	43200
Sell Price	432
Attack	200
Lv.	30
Maker	Candid & Credible
Cooldown	3.0s
Attribute	Electric
Ammo	0
Stability	+/-15
TP Gain	180

Upgrades 0/3

Augments

Melee Attack Up IV
Stun: Barrier IV
Electric Resistance Up IV

Cobalt Haven II

Cost	43200
Sell Price	432
Attack	200
Lv.	30
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	200
Upgrades	0/3
AUGMENTS	
Topple: Barrier IV	
Taunt: Barrier IV	
Resist Knockback IV	

Cobalt Thudclang

Cost	34500
Sell Price	345
Attack	200
Lv.	30
Maker	Nopon Commerce Guild
Cooldown	3.2s
Attribute	Thermal
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Back Attack Plus IV	
Topple: Barrier IV	
Extend Slow Arts IV	

Cobalt Honor

Cost	86400
Sell Price	864
Attack	200
Lv.	30
Maker	Factory 1.21
Cooldown	3.0s
Attribute	Gravity
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost IV	
Stabilizer IV	
Reflect: Gravity	

Chromoly Shield

Cost	90000
Sell Price	900
Attack	240
Lv.	40
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	165
Upgrades	0/3
AUGMENTS	
Resist Flinch V	
Insectoid Criticals Up V	
Extend Taunt V	

Chromoly Paive

Cost	99000
Sell Price	990
Attack	240
Lv.	40
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: TP Gain Up	
Stun: Decoy V	
Extend Blaze V	

Chromoly Parma

Cost	108000
Sell Price	1080
Attack	240
Lv.	40
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up V	
Topple: Decoy V	
Beam Resistance Up V	

Chromoly Parma II

Cost	108000
Sell Price	1080
Attack	240
Lv.	40
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Ether
Ammo	0
Stability	+/-25
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Blackout V	
Topple: Decoy V	
Ether Resistance Up V	

Chromoly Haven

Cost	90000
Sell Price	900
Attack	240
Lv.	40
Maker	Candid & Credible
Cooldown	3.0s
Attribute	Electric
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Stun: Barrier V	
Electric Resistance Up V	

Chromoly Haven II

Cost	90000
Sell Price	900
Attack	240
Lv.	40
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	200
Upgrades	0/3
AUGMENTS	
Topple: Barrier V	
Taunt: Barrier V	
Resist Knockback V	

Chromoly Thudclang

Cost	72000
Sell Price	720
Attack	240
Lv.	40
Maker	Nopon Commerce Guild
Cooldown	3.2s
Attribute	Thermal
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Back Attack Plus V	
Topple: Barrier V	
Extend Slow Arts V	

Chromoly Honor

Cost	180000
Sell Price	1800
Attack	240
Lv.	40
Maker	Factory 1.21
Cooldown	3.0s
Attribute	Gravity
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost V	
Stabilizer V	
Reflect: Gravity V	

Cermet Shield

Cost	190800
Sell Price	1908
Attack	280
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	165
Upgrades	0/3
AUGMENTS	
Resist Flinch VI	
Insectoid Criticals Up VI	
Extend Taunt VI	

Cermet Paive

Cost	209800
Sell Price	2098
Attack	280
Lv.	50
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: TP Gain Up	
Stun: Decoy VI	
Extend Blaze VI	

Cermet Parma

Cost	228900
Sell Price	2289
Attack	280
Lv.	50
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up VI	
Topple: Decoy VI	
Beam Resistance Up VI	

Cermet Parma II

Cost	228900
Sell Price	2289
Attack	280
Lv.	50
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Ether
Ammo	0
Stability	+/-25
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Blackout VI	
Topple: Decoy VI	
Ether Resistance Up VI	

Cermet Haven

Cost	190800
Sell Price	1908
Attack	280
Lv.	50
Maker	Candid & Credible
Cooldown	3.0s
Attribute	Electric
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Stun: Barrier VI	
Electric Resistance Up VI	

Cermet Haven II

Cost	190800
Sell Price	1908
Attack	280
Lv.	50
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	200
Upgrades	0/3
AUGMENTS	
Topple: Barrier VI	
Taunt: Barrier VI	
Resist Knockback VI	

Cermet Thudclang

Cost	152600
Sell Price	1526
Attack	280
Lv.	50
Maker	Nopon Commerce Guild
Cooldown	3.2s
Attribute	Thermal
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Back Attack Plus VI	
Topple: Barrier VI	
Extend Slow Arts VI	

Cermet Honor

Cost	381600
Sell Price	3816
Attack	280
Lv.	50
Maker	Factory 1.21
Cooldown	3.0s
Attribute	Gravity
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost VI	
Stabilizer VI	
Reflect: Gravity	

Carbide Shield

Cost	396000
Sell Price	3960
Attack	320
Lv.	60
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	165
Upgrades	0/3
AUGMENTS	
Resist Flinch VII	
Insectoid Criticals Up VII	
Extend Taunt VII	

Carbide Paive

Cost	435600
Sell Price	4356
Attack	320
Lv.	60
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-20
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: TP Gain Up	
Stun: Decoy VII	
Extend Blaze VII	

Carbide Parma

Cost	475200
Sell Price	4752
Attack	320
Lv.	60
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	140
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up VII	
Topple: Decoy VII	
Beam Resistance Up VII	

Carbide Parma II

Cost	475200
Sell Price	4752
Attack	320
Lv.	60
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Ether
Ammo	0
Stability	+/-25
TP Gain	120
Upgrades	0/3
AUGMENTS	
Melee: Blackout VII	
Topple: Decoy VII	
Ether Resistance Up VII	

Carbide Haven

Cost	396000
Sell Price	3960
Attack	320
Lv.	60
Maker	Candid & Credible
Cooldown	3.0s
Attribute	Electric
Ammo	0
Stability	+/-15
TP Gain	180
Upgrades	0/3
AUGMENTS	
Melee Attack Up VII	
Stun: Barrier VII	
Electric Resistance Up VII	

Carbide Haven II

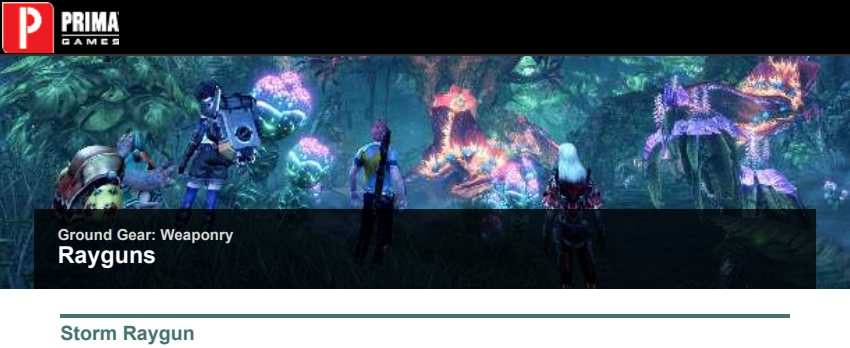
Cost	396000
Sell Price	3960
Attack	320
Lv.	60
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Physical
Ammo	0
Stability	+/-15
TP Gain	200
Upgrades	0/3
AUGMENTS	
Topple: Barrier VII	
Taunt: Barrier VII	
Resist Knockback VII	

Carbide Thudclang

Cost	316800
Sell Price	3168
Attack	320
Lv.	60
Maker	Nopon Commerce Guild
Cooldown	3.2s
Attribute	Thermal
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Back Attack Plus VII	
Topple: Barrier VII	
Extend Slow Arts VII	

Carbide Honor

Cost	792000
Sell Price	7920
Attack	320
Lv.	60
Maker	Factory 1.21
Cooldown	3.0s
Attribute	Gravity
Ammo	0
Stability	+/-20
TP Gain	165
Upgrades	0/3
AUGMENTS	
Melee Accuracy Boost VII	
Stabilizer VII	
Reflect: Gravity	



Rayguns

Storm Raygun

Cost	3000
Sell Price	30
Attack	32
Lv.	1
Maker	Sakuraba Industries
Cooldown	3.7s
Attribute	Beam
Ammo	4
Stability	+/-20
TP Gain	9
Upgrades	0/3
AUGMENTS	
Insectoid Slayer I	
Ranged Attack Up I	
Arts: Gain TP I	

Storm Lastyr

Cost	3300
Sell Price	33
Attack	32
Lv.	1
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Crush: Gain TP I	
Firing Range Up I	
Potential Boost I	

Storm Lastyr II

Cost	4900
Sell Price	49
Attack	48
Lv.	1
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	1
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect I	
Ranged Accuracy Up I	
Extend Beam Res Down I	

Storm Lastyr III

Cost	3300
Sell Price	33
Attack	32
Lv.	1
Maker	Grenada Galactic Group
Cooldown	3.0s
Attribute	Thermal
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Ranged Attack Up I	
Firing Range Up I	
Extend Debuff Res Down I	

Soldier Raygun

Cost	5400
Sell Price	54
Attack	48
Lv.	10
Maker	Sakuraba Industries
Cooldown	3.7s
Attribute	Beam
Ammo	4
Stability	+/-20
TP Gain	9
Upgrades	0/3
AUGMENTS	
Insectoid Slayer II	
Ranged Attack Up II	
Arts: Gain TP II	

Soldier Lastyr

Cost	5900
Sell Price	59
Attack	48
Lv.	10
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Crush: Gain TP II	
Firing Range Up II	
Potential Boost II	

Soldier Lastyr II

Cost	8900
Sell Price	89
Attack	64
Lv.	10
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	1
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect II	
Ranged Accuracy Up II	
Extend Beam Res Down II	

Soldier Lastyr III

Cost	5900
Sell Price	59
Attack	48
Lv.	10
Maker	Grenada Galactic Group
Cooldown	3.0s
Attribute	Thermal
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Ranged Attack Up II	
Firing Range Up II	
Extend Debuff Res Down II	

Soldier Radius

Cost	6400
Sell Price	64
Attack	48
Lv.	10
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	3
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Firing Range Up II	
Potential Up II	
Extend Blackout II	

Soldier Radius II

Cost	9700
Sell Price	97
Attack	64
Lv.	10
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	1
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect II	
Potential Boost II	
Extend Virus II	

Warrior Raygun

Cost	15000
Sell Price	150
Attack	64
Lv.	20
Maker	Sakuraba Industries
Cooldown	3.7s
Attribute	Beam
Ammo	4
Stability	+/-20
TP Gain	9
Upgrades	0/3
AUGMENTS	
Insectoid Slayer III	
Ranged Attack Up III	
Arts: Gain TP III	

Warrior Lastyr

Cost	16500
Sell Price	165
Attack	64
Lv.	20
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Crush: Gain TP III	
Firing Range Up III	
Potential Boost III	

Warrior Lastyr II

Cost	24700
Sell Price	247
Attack	80
Lv.	20
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	1
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect III	
Ranged Accuracy Up III	
Extend Beam Res Down III	

Warrior Lastyr III

Cost	16500
Sell Price	165
Attack	64
Lv.	20
Maker	Grenada Galactic Group
Cooldown	3.0s
Attribute	Thermal
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Ranged Attack Up III	
Firing Range Up III	
Extend Debuff Res Down III	

Warrior Radius

Cost	18000
Sell Price	180
Attack	64
Lv.	20
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	3
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Firing Range Up III	
Potential Up III	
Extend Blackout III	

Warrior Radius II

Cost	27000
Sell Price	270
Attack	80
Lv.	20
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	1
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect III	
Potential Boost III	
Extend Virus III	

Warrior Strobe

Cost	15000
Sell Price	150
Attack	64
Lv.	20
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Electric
Ammo	3
Stability	+/-6
TP Gain	9
Upgrades	0/3
AUGMENTS	
Potential Up III	
Ranged Accuracy Up III	
Stabilizer III	

Warrior Faith

Cost	30000
Sell Price	300
Attack	64
Lv.	20
Maker	Factory 1.21
Cooldown	3.3s
Attribute	Gravity
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Stabilizer III	
Ranged Accuracy Boost III	
Nullify Gravity Reflect III	

Ophidian Raygun

Cost	36000
Sell Price	360
Attack	80
Lv.	30
Maker	Sakuraba Industries
Cooldown	3.7s
Attribute	Beam
Ammo	4
Stability	+/-20
TP Gain	9
Upgrades	0/3
AUGMENTS	
Insectoid Slayer IV	
Ranged Attack Up IV	
Arts: Gain TP IV	

Ophidian Lastyr

Cost	39600
Sell Price	396
Attack	80
Lv.	30
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Crush: Gain TP IV	
Firing Range Up IV	
Potential Boost IV	

Ophidian Lastyr II

Cost	59400
Sell Price	594
Attack	96
Lv.	30
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	1
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect IV	
Ranged Accuracy Up IV	
Extend Beam Res Down IV	

Ophidian Lastyr III

Cost	39600
Sell Price	396
Attack	80
Lv.	30
Maker	Grenada Galactic Group
Cooldown	3.0s
Attribute	Thermal
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Ranged Attack Up IV	
Firing Range Up IV	
Extend Debuff Res Down IV	

Ophidian Radius

Cost	43200
Sell Price	432
Attack	80
Lv.	30
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	3
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Firing Range Up IV	
Potential Up IV	
Extend Blackout IV	

Ophidian Radius II

Cost	64800
Sell Price	648
Attack	96
Lv.	30
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	1
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect IV	
Potential Boost IV	
Extend Virus IV	

Ophidian Strobe

Cost	36000
Sell Price	360
Attack	80
Lv.	30
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Electric
Ammo	3
Stability	+/-6
TP Gain	9
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Ranged Accuracy Up IV	
Stabilizer IV	

Ophidian Faith

Cost	72000
Sell Price	720
Attack	80
Lv.	30
Maker	Factory 1.21
Cooldown	3.3s
Attribute	Gravity
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Stabilizer IV	
Ranged Accuracy Boost IV	
Nullify Gravity Reflect IV	

Destroyer Raygun

Cost	75000
Sell Price	750
Attack	96
Lv.	40
Maker	Sakuraba Industries
Cooldown	3.7s
Attribute	Beam
Ammo	4
Stability	+/-20
TP Gain	9
Upgrades	0/3
AUGMENTS	
Insectoid Slayer V	
Ranged Attack Up V	
Arts: Gain TP V	

Destroyer Lastyr

Cost	82500
Sell Price	825
Attack	96
Lv.	40
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Crush: Gain TP V	
Firing Range Up V	
Potential Boost V	

Destroyer Lastyr II

Cost	123700
Sell Price	1237
Attack	112
Lv.	40
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	1
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect V	
Ranged Accuracy Up V	
Extend Beam Res Down V	

Destroyer Lastyr III

Cost	82500
Sell Price	825
Attack	96
Lv.	40
Maker	Grenada Galactic Group
Cooldown	3.0s
Attribute	Thermal
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Ranged Attack Up V	
Firing Range Up V	
Extend Debuff Res Down V	

Destroyer Radius

Cost	90000
Sell Price	900
Attack	96
Lv.	40
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	3
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Firing Range Up V	
Potential Up V	
Extend Blackout V	

Destroyer Radius II

Cost	135000
Sell Price	1350
Attack	112
Lv.	40
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	1
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect V	
Potential Boost V	
Extend Virus V	

Destroyer Strobe

Cost	75000
Sell Price	750
Attack	96
Lv.	40
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Electric
Ammo	3
Stability	+/-6
TP Gain	9
Upgrades	0/3
AUGMENTS	
Potential Up V	
Ranged Accuracy Up V	
Stabilizer V	

Destroyer Faith

Cost	150000
Sell Price	1500
Attack	96
Lv.	40
Maker	Factory 1.21
Cooldown	3.3s
Attribute	Gravity
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Stabilizer V	
Ranged Accuracy Boost V	
Nullify Gravity Reflect V	

Striker Raygun

Cost	159000
Sell Price	1590
Attack	112
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.7s
Attribute	Beam
Ammo	4
Stability	+/-20
TP Gain	9
Upgrades	0/3
AUGMENTS	
Insectoid Slayer VI	
Ranged Attack Up VI	
Arts: Gain TP VI	

Striker Lastyr

Cost	174900
Sell Price	1749
Attack	112
Lv.	50
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VI	
Firing Range Up VI	
Potential Boost VI	

Striker Lastyr II

Cost	262300
Sell Price	2623
Attack	128
Lv.	50
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	1
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect VI	
Ranged Accuracy Up VI	
Extend Beam Res Down VI	

Striker Lastyr III

Cost	174900
Sell Price	1749
Attack	112
Lv.	50
Maker	Grenada Galactic Group
Cooldown	3.0s
Attribute	Thermal
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VI	
Firing Range Up VI	
Extend Debuff Res Down VI	

Striker Radius

Cost	190800
Sell Price	1908
Attack	112
Lv.	50
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	3
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Firing Range Up VI	
Potential Up VI	
Extend Blackout VI	

Striker Radius II

Cost	286200
Sell Price	2862
Attack	128
Lv.	50
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	1
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VI	
Potential Boost VI	
Extend Virus VI	

Striker Strobe

Cost	159000
Sell Price	1590
Attack	112
Lv.	50
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Electric
Ammo	3
Stability	+/-6
TP Gain	9
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Ranged Accuracy Up VI	
Stabilizer VI	

Striker Faith

Cost	318000
Sell Price	3180
Attack	112
Lv.	50
Maker	Factory 1.21
Cooldown	3.3s
Attribute	Gravity
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Stabilizer VI	
Ranged Accuracy Boost VI	
Nullify Gravity Reflect VI	

Delta Raygun

Cost	330000
Sell Price	3300
Attack	128
Lv.	60
Maker	Sakuraba Industries
Cooldown	3.7s
Attribute	Beam
Ammo	4
Stability	+/-20
TP Gain	9
Upgrades	0/3
AUGMENTS	
Insectoid Slayer VII	
Ranged Attack Up VII	
Arts: Gain TP VII	

Delta Lastyr

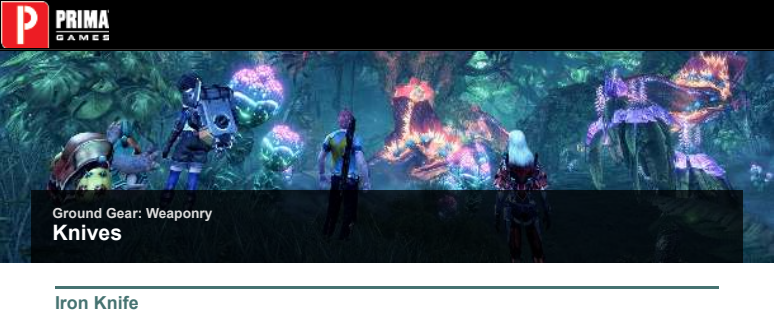
Cost	363000
Sell Price	3630
Attack	128
Lv.	60
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VII	
Firing Range Up VII	
Potential Boost VII	

Delta Lastyr II

Cost	544500
Sell Price	5445
Attack	144
Lv.	60
Maker	Grenada Galactic Group
Cooldown	3.2s
Attribute	Beam
Ammo	1
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect VII	
Ranged Accuracy Up VII	
Extend Beam Res Down VII	

Delta Faith

Cost	660000
Sell Price	6600
Attack	128
Lv.	60
Maker	Factory 1.21
Cooldown	3.3s
Attribute	Gravity
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Stabilizer VII	
Ranged Accuracy Boost VII	
Nullify Gravity Reflect VII	



Ground Gear: Weaponry

Knives

Iron Knife

Cost	2400
Sell Price	24
Attack	14
Lv.	1
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Physical
Ammo	0
Stability	+/-3
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee Attack Up I	
Insectoid Criticals Up I	
Extend Physical Res Down I	

Iron Knife III

Cost	2400
Sell Price	24
Attack	14
Lv.	1
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Electric
Ammo	0
Stability	+/-3
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down I	
Melee Accuracy Up I	
Extend Ether Res Down I	

Delta Lastyr III

Cost	363000
Sell Price	3630
Attack	128
Lv.	60
Maker	Grenada Galactic Group
Cooldown	3.0s
Attribute	Thermal
Ammo	3
Stability	+/-8
TP Gain	9
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VII	
Firing Range Up VII	
Extend Debuff Res Down VII	

Delta Radius

Cost	396000
Sell Price	3960
Attack	128
Lv.	60
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	3
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Firing Range Up VII	
Potential Up VII	
Extend Blackout VII	

Delta Radius II

Cost	594000
Sell Price	5940
Attack	144
Lv.	60
Maker	Meredith & Co.
Cooldown	3.3s
Attribute	Ether
Ammo	1
Stability	+/-10
TP Gain	9
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VII	
Potential Boost VII	
Extend Virus VII	

Delta Strobe

Cost	330000
Sell Price	3300
Attack	128
Lv.	60
Maker	Candid & Credible
Cooldown	3.3s
Attribute	Electric
Ammo	3
Stability	+/-6
TP Gain	9
Upgrades	0/3
AUGMENTS	
Potential Up VII	
Ranged Accuracy Up VII	
Stabilizer VII	

Iron Knife II

Cost	3600
Sell Price	36
Attack	21
Lv.	1
Maker	Sakuraba Industries
Cooldown	1.2s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	88
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up I	
Melee Attack Up I	
Arts: Recover HP I	

Iron Riv

Cost	2600
Sell Price	26
Attack	14
Lv.	1
Maker	Grenada Galactic Group
Cooldown	0.8s
Attribute	Physical
Ammo	0
Stability	+/-6
TP Gain	60
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down I	
Theroid Criticals Up I	
Potential Up I	

Titanium Knife

Cost	4300
Sell Price	43
Attack	21
Lv.	10
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Physical
Ammo	0
Stability	+/-3
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee Attack Up II	
Insectoid Criticals Up II	
Extend Physical Res Down II	

Titanium Knife III

Cost	4300
Sell Price	43
Attack	21
Lv.	10
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Electric
Ammo	0
Stability	+/-3
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down II	
Melee Accuracy Up II	
Extend Ether Res Down II	

Titanium Knife II

Cost	6400
Sell Price	64
Attack	28
Lv.	10
Maker	Sakuraba Industries
Cooldown	1.2s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	88
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up II	
Melee Attack Up II	
Arts: Recover HP II	

Titanium Riv

Cost	4700
Sell Price	47
Attack	21
Lv.	10
Maker	Grenada Galactic Group
Cooldown	0.8s
Attribute	Physical
Ammo	0
Stability	+/-6
TP Gain	60
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down II	
Theroid Criticals Up II	
Potential Up II	

Titanium Pugio

Cost	5100
Sell Price	51
Attack	21
Lv.	10
Maker	Meredith & Co.
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-12
TP Gain	60
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect II	
Melee: Blackout II	
Melee Accuracy Up II	

Chrome Knife

Cost	12000
Sell Price	120
Attack	28
Lv.	20
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Physical
Ammo	0
Stability	+/-3
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee Attack Up III	
Insectoid Criticals Up III	
Extend Physical Res Down III	

Chrome Knife III

Cost	12000
Sell Price	120
Attack	28
Lv.	20
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Electric
Ammo	0
Stability	+/-3
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down III	
Melee Accuracy Up III	
Extend Ether Res Down III	

Chrome Knife II

Cost	18000
Sell Price	180
Attack	35
Lv.	20
Maker	Sakuraba Industries
Cooldown	1.2s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	88
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up III	
Melee Attack Up III	
Arts: Recover HP III	

Chrome Riv

Cost	13200
Sell Price	132
Attack	28
Lv.	20
Maker	Grenada Galactic Group
Cooldown	0.8s
Attribute	Physical
Ammo	0
Stability	+/-6
TP Gain	60
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down III	
Theroid Criticals Up III	
Potential Up III	

Chrome Pugio

Cost	14400
Sell Price	144
Attack	28
Lv.	20
Maker	Meredith & Co.
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-12
TP Gain	60
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect III	
Melee: Blackout III	
Melee Accuracy Up III	

Chrome Pokepoke

Cost	9600
Sell Price	96
Attack	28
Lv.	20
Maker	Nopon Commerce Guild
Cooldown	1.2s
Attribute	Thermal
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Back Attack Plus III	
Extend Control III	
Critical Chance Up III	

Chrome Iyst

Cost	10800
Sell Price	108
Attack	28
Lv.	20
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-6
TP Gain	72
Upgrades	0/3
AUGMENTS	
Potential Up III	
Melee Accuracy Up III	
Melee: TP Gain Up	

Chrome Iyst II

Cost	10800
Sell Price	108
Attack	28
Lv.	20
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Gravity
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down III	
Stabilizer III	
Cooldown Reducer III	

Cobalt Knife

Cost	28800
Sell Price	288
Attack	35
Lv.	30
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Physical
Ammo	0
Stability	+/-3
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Insectoid Criticals Up IV	
Extend Physical Res Down IV	

Cobalt Knife III

Cost	28800
Sell Price	288
Attack	35
Lv.	30
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Electric
Ammo	0
Stability	+/-3
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down IV	
Melee Accuracy Up IV	
Extend Ether Res Down IV	

Cobalt Knife II

Cost	43200
Sell Price	432
Attack	42
Lv.	30
Maker	Sakuraba Industries
Cooldown	1.2s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	88
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up IV	
Melee Attack Up IV	
Arts: Recover HP IV	

Cobalt Riv

Cost	31600
Sell Price	316
Attack	35
Lv.	30
Maker	Grenada Galactic Group
Cooldown	0.8s
Attribute	Physical
Ammo	0
Stability	+/-6
TP Gain	60
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down IV	
Theroid Criticals Up IV	
Potential Up IV	

Cobalt Pugio

Cost	34500
Sell Price	345
Attack	35
Lv.	30
Maker	Meredith & Co.
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-12
TP Gain	60
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect IV	
Melee: Blackout IV	
Melee Accuracy Up IV	

Cobalt Pokepoke

Cost	23000
Sell Price	230
Attack	35
Lv.	30
Maker	Nopon Commerce Guild
Cooldown	1.2s
Attribute	Thermal
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Back Attack Plus IV	
Extend Control IV	
Critical Chance Up IV	

Cobalt Iyst

Cost	25900
Sell Price	259
Attack	35
Lv.	30
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-6
TP Gain	72
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Melee Accuracy Up IV	
Melee: TP Gain Up	

Cobalt Iyst II

Cost	25900
Sell Price	259
Attack	35
Lv.	30
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Gravity
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down IV	
Stabilizer IV	
Cooldown Reducer IV	

Chromoly Knife

Cost	60000
Sell Price	600
Attack	42
Lv.	40
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Physical
Ammo	0
Stability	+/-3
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Insectoid Criticals Up V	
Extend Physical Res Down V	

Chromoly Knife III

Cost	60000
Sell Price	600
Attack	42
Lv.	40
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Electric
Ammo	0
Stability	+/-3
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down V	
Melee Accuracy Up V	
Extend Ether Res Down V	

Chromoly Knife II

Cost	90000
Sell Price	900
Attack	49
Lv.	40
Maker	Sakuraba Industries
Cooldown	1.2s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	88
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up V	
Melee Attack Up V	
Arts: Recover HP V	

Chromoly Riv

Cost	66000
Sell Price	660
Attack	42
Lv.	40
Maker	Grenada Galactic Group
Cooldown	0.8s
Attribute	Physical
Ammo	0
Stability	+/-6
TP Gain	60
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down V	
Theroid Criticals Up V	
Potential Up V	

Chromoly Pugio

Cost	72000
Sell Price	720
Attack	42
Lv.	40
Maker	Meredith & Co.
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-12
TP Gain	60
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect V	
Melee: Blackout V	
Melee Accuracy Up V	

Chromoly Pokepoke

Cost	48000
Sell Price	480
Attack	42
Lv.	40
Maker	Nopon Commerce Guild
Cooldown	1.2s
Attribute	Thermal
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Back Attack Plus V	
Extend Control V	
Critical Chance Up V	

Chromoly Iyst

Cost	54000
Sell Price	540
Attack	42
Lv.	40
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-6
TP Gain	72
Upgrades	0/3
AUGMENTS	
Potential Up V	
Melee Accuracy Up V	
Melee: TP Gain Up	

Chromoly Iyst II

Cost	54000
Sell Price	540
Attack	42
Lv.	40
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Gravity
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down V	
Stabilizer V	
Cooldown Reducer V	

Cermet Knife

Cost	127200
Sell Price	1272
Attack	49
Lv.	50
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Physical
Ammo	0
Stability	+/-3
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Insectoid Criticals Up VI	
Extend Physical Res Down VI	

Cermet Knife III

Cost	127200
Sell Price	1272
Attack	49
Lv.	50
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Electric
Ammo	0
Stability	+/-3
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down VI	
Melee Accuracy Up VI	
Extend Ether Res Down VI	

Cermet Knife II

Cost	190800
Sell Price	1908
Attack	56
Lv.	50
Maker	Sakuraba Industries
Cooldown	1.2s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	88
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VI	
Melee Attack Up VI	
Arts: Recover HP VI	

Cermet Riv

Cost	139900
Sell Price	1399
Attack	49
Lv.	50
Maker	Grenada Galactic Group
Cooldown	0.8s
Attribute	Physical
Ammo	0
Stability	+/-6
TP Gain	60
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VI	
Theroid Criticals Up VI	
Potential Up VI	

Cermet Pugio

Cost	152600
Sell Price	1526
Attack	49
Lv.	50
Maker	Meredith & Co.
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-12
TP Gain	60
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VI	
Melee: Blackout VI	
Melee Accuracy Up VI	

Cermet Pokepoke

Cost	101700
Sell Price	1017
Attack	49
Lv.	50
Maker	Nopon Commerce Guild
Cooldown	1.2s
Attribute	Thermal
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Back Attack Plus VI	
Extend Control VI	
Critical Chance Up VI	

Cermet Iyst

Cost	114400
Sell Price	1144
Attack	49
Lv.	50
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-6
TP Gain	72
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Melee Accuracy Up VI	
Melee: TP Gain Up	

Cermet Iyst II

Cost	114400
Sell Price	1144
Attack	49
Lv.	50
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Gravity
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VI	
Stabilizer VI	
Cooldown Reducer VI	

Carbide Knife

Cost	264000
Sell Price	2640
Attack	56
Lv.	60
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Physical
Ammo	0
Stability	+/-3
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee Attack Up VII	
Insectoid Criticals Up VII	
Extend Physical Res Down VII	

Carbide Knife III

Cost	264000
Sell Price	2640
Attack	56
Lv.	60
Maker	Sakuraba Industries
Cooldown	1.0s
Attribute	Electric
Ammo	0
Stability	+/-3
TP Gain	72
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down VII	
Melee Accuracy Up VII	
Extend Ether Res Down VII	

Carbide Knife II

Cost	396000
Sell Price	3960
Attack	63
Lv.	60
Maker	Sakuraba Industries
Cooldown	1.2s
Attribute	Physical
Ammo	0
Stability	+/-12
TP Gain	88
Upgrades	0/3
AUGMENTS	
Piscinoid Criticals Up VII	
Melee Attack Up VII	
Arts: Recover HP VII	

Carbide Pugio

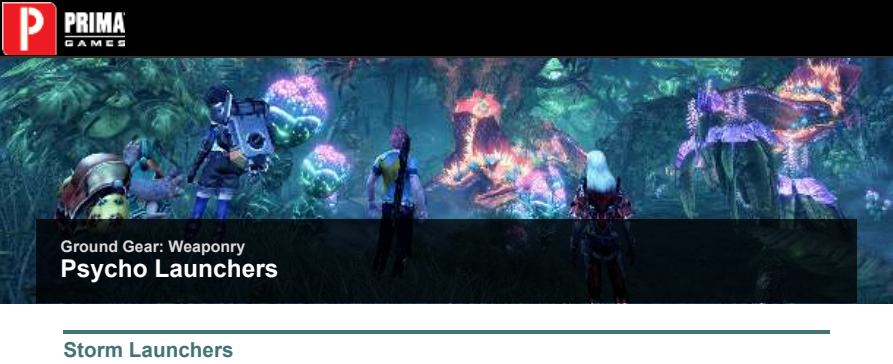
Cost	316800
Sell Price	3168
Attack	56
Lv.	60
Maker	Meredith & Co.
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-12
TP Gain	60
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VII	
Melee: Blackout VII	
Melee Accuracy Up VII	

Carbide Iyst II

Cost	237600
Sell Price	2376
Attack	56
Lv.	60
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Gravity
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VII	
Stabilizer VII	
Cooldown Reducer VII	

Carbide Pokepoke

Cost	211200
Sell Price	2112
Attack	56
Lv.	60
Maker	Nopon Commerce Guild
Cooldown	1.2s
Attribute	Thermal
Ammo	0
Stability	+/-6
TP Gain	88
Upgrades	0/3
AUGMENTS	
Back Attack Plus VII	
Extend Control VII	
Critical Chance Up VII	



Ground Gear: Weaponry

Psycho Launchers

Storm Launchers

Cost	2700
Sell Price	27
Attack	8
Lv.	1
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-8
TP Gain	3
Upgrades	0/3
AUGMENTS	
Ranged Attack Up I	
Theroid Slayer I	
Nullify Physical Reflect I	

Carbide Riv

Cost	290400
Sell Price	2904
Attack	56
Lv.	60
Maker	Grenada Galactic Group
Cooldown	0.8s
Attribute	Physical
Ammo	0
Stability	+/-6
TP Gain	60
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VII	
Theroid Criticals Up VII	
Potential Up VII	

Storm Psylans

Cost	3000
Sell Price	30
Attack	8
Lv.	1
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Crush: Gain TP I	
Firing Range Up I	
Potential Boost I	

Soldier Launchers

Cost	4900
Sell Price	49
Attack	12
Lv.	10
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-8
TP Gain	3
Upgrades	0/3
AUGMENTS	
Ranged Attack Up II	
Theroid Slayer II	
Nullify Physical Reflect II	

Carbide lyst

Cost	237600
Sell Price	2376
Attack	56
Lv.	60
Maker	Orphean Technologies
Cooldown	1.0s
Attribute	Ether
Ammo	0
Stability	+/-6
TP Gain	72
Upgrades	0/3
AUGMENTS	
Potential Up VII	
Melee Accuracy Up VII	
Melee: TP Gain Up	

Soldier Psylans

Cost	5400
Sell Price	54
Attack	12
Lv.	10
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Crush: Gain TP II	
Firing Range Up II	
Potential Boost II	

Solder Ruina

Cost	5900
Sell Price	59
Attack	12
Lv.	10
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Beam
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect II	
Ranged Accuracy Up II	
Ranged Attack Up II	

Solder Ruina II

Cost	5900
Sell Price	59
Attack	12
Lv.	10
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-18
TP Gain	3
Upgrades	0/3
AUGMENTS	
Firing Range Up II	
Potential Up II	
Extend Shock II	

Solder Ruina III

Cost	5900
Sell Price	59
Attack	12
Lv.	10
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Gravity
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down II	
Stabilizer II	
Ranged Attack Boost II	

Warrior Launchers

Cost	13700
Sell Price	137
Attack	16
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-8
TP Gain	3
Upgrades	0/3
AUGMENTS	
Ranged Attack Up III	
Theroid Slayer III	
Nullify Physical Reflect III	

Warrior Psylans

Cost	15100
Sell Price	151
Attack	16
Lv.	20
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Crush: Gain TP III	
Firing Range Up III	
Potential Boost II	

Warrior Ruina

Cost	16500
Sell Price	165
Attack	16
Lv.	20
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Beam
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect III	
Ranged Accuracy Up III	
Ranged Attack Up III	

Warrior Ruina II

Cost	16500
Sell Price	165
Attack	16
Lv.	20
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-18
TP Gain	3
Upgrades	0/3
AUGMENTS	
Firing Range Up III	
Potential Up III	
Extend Shock III	

Warrior Ruina III

Cost	16500
Sell Price	165
Attack	16
Lv.	20
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Gravity
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down III	
Stabilizer III	
Ranged Attack Boost III	

Warrior Saboteurs

Cost	13700
Sell Price	137
Attack	16
Lv.	20
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	6
Stability	+/-12
TP Gain	3
Upgrades	0/3
AUGMENTS	
Potential Up III	
Ranged Accuracy Up III	
Stabilizer III	

Warrior Fwooshers

Cost	11000
Sell Price	110
Attack	16
Lv.	20
Maker	Nopon Commerce Guild
Cooldown	2.5s
Attribute	Thermal
Ammo	8
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Back Attack Plus III	
Piscinoid Slayer III	
Critical Chance Up III	

Warrior Zorcyses

Cost	12300
Sell Price	123
Attack	16
Lv.	20
Maker	Orphean Technologies
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Arts: Gain TP III	
Stabilizer III	
Cooldown Reducer III	

Ophidian Launchers

Cost	33000
Sell Price	330
Attack	20
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-8
TP Gain	3
Upgrades	0/3
AUGMENTS	
Ranged Attack Up IV	
Theroid Slayer IV	
Nullify Physical Reflect IV	

Ophidian Psylans

Cost	36300
Sell Price	363
Attack	20
Lv.	30
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Crush: Gain TP IV	
Firing Range Up IV	
Potential Boost IV	

Ophidian Ruina

Cost	39600
Sell Price	396
Attack	20
Lv.	30
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Beam
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect IV	
Ranged Accuracy Up IV	
Ranged Attack Up IV	

Ophidian Ruina II

Cost	39600
Sell Price	396
Attack	20
Lv.	30
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-18
TP Gain	3
Upgrades	0/3
AUGMENTS	
Firing Range Up IV	
Potential Up IV	
Extend Shock IV	

Ophidian Ruina III

Cost	39600
Sell Price	396
Attack	20
Lv.	30
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Gravity
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down IV	
Stabilizer IV	
Ranged Attack Boost IV	

Ophidian Saboteurs

Cost	33000
Sell Price	330
Attack	20
Lv.	30
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	6
Stability	+/-12
TP Gain	3
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Ranged Accuracy Up IV	
Stabilizer IV	

Ophidian Fwooshers

Cost	26400
Sell Price	264
Attack	20
Lv.	30
Maker	Nopon Commerce Guild
Cooldown	2.5s
Attribute	Thermal
Ammo	8
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Back Attack Plus IV	
Piscinoid Slayer IV	
Critical Chance Up IV	

Ophidian Zorcyses

Cost	29700
Sell Price	297
Attack	20
Lv.	30
Maker	Orphean Technologies
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Arts: Gain TP IV	
Stabilizer IV	
Cooldown Reducer IV	

Destroyer Launchers

Cost	68700
Sell Price	687
Attack	24
Lv.	40
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-8
TP Gain	3
Upgrades	0/3
AUGMENTS	
Ranged Attack Up V	
Theroid Slayer V	
Nullify Physical Reflect V	

Destroyer Psylans

Cost	75600
Sell Price	756
Attack	24
Lv.	40
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Crush: Gain TP V	
Firing Range Up V	
Potential Boost V	

Destroyer Ruina

Cost	82500
Sell Price	825
Attack	24
Lv.	40
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Beam
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect V	
Ranged Accuracy Up V	
Ranged Attack Up V	

Destroyer Ruina II

Cost	82500
Sell Price	825
Attack	24
Lv.	40
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-18
TP Gain	3
Upgrades	0/3
AUGMENTS	
Firing Range Up V	
Potential Up V	
Extend Shock V	

Destroyer Ruina III

Cost	82500
Sell Price	825
Attack	24
Lv.	40
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Gravity
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down V	
Stabilizer V	
Ranged Attack Boost V	

Destroyer Saboteurs

Cost	68700
Sell Price	687
Attack	24
Lv.	40
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	6
Stability	+/-12
TP Gain	3
Upgrades	0/3
AUGMENTS	
Potential Up V	
Ranged Accuracy Up V	
Stabilizer V	

Destroyer Fwooshers

Cost	55000
Sell Price	550
Attack	24
Lv.	40
Maker	Nopon Commerce Guild
Cooldown	2.5s
Attribute	Thermal
Ammo	8
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Back Attack Plus V	
Piscinoid Slayer V	
Critical Chance Up V	

Destroyer Zorcyses

Cost	61800
Sell Price	618
Attack	24
Lv.	40
Maker	Orphean Technologies
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Arts: Gain TP V	
Stabilizer V	
Cooldown Reducer V	

Striker Launchers

Cost	145700
Sell Price	1457
Attack	28
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-8
TP Gain	3
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VI	
Theroid Slayer VI	
Nullify Physical Reflect VI	

Striker Psylans

Cost	160300
Sell Price	1603
Attack	28
Lv.	50
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VI	
Firing Range Up VI	
Potential Boost VI	

Striker Ruina

Cost	174900
Sell Price	1749
Attack	28
Lv.	50
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Beam
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect VI	
Ranged Accuracy Up VI	
Ranged Attack Up VI	

Striker Ruina II

Cost	174900
Sell Price	1749
Attack	28
Lv.	50
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-18
TP Gain	3
Upgrades	0/3
AUGMENTS	
Firing Range Up VI	
Potential Up VI	
Extend Shock VI	

Striker Ruina III

Cost	174900
Sell Price	1749
Attack	28
Lv.	50
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Gravity
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down VI	
Stabilizer VI	
Ranged Attack Boost VI	

Striker Saboteurs

Cost	145700
Sell Price	1457
Attack	28
Lv.	50
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	6
Stability	+/-12
TP Gain	3
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Ranged Accuracy Up VI	
Stabilizer VI	

Striker Fwooshers

Cost	116600
Sell Price	1166
Attack	28
Lv.	50
Maker	Nopon Commerce Guild
Cooldown	2.5s
Attribute	Thermal
Ammo	8
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Back Attack Plus VI	
Piscinoid Slayer VI	
Critical Chance Up VI	

Striker Zorcyses

Cost	131100
Sell Price	1311
Attack	28
Lv.	50
Maker	Orphean Technologies
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Arts: Gain TP VI	
Stabilizer VI	
Cooldown Reducer VI	

Delta Launchers

Cost	302500
Sell Price	3025
Attack	32
Lv.	60
Maker	Sakuraba Industries
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-8
TP Gain	3
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VII	
Theroid Slayer VII	
Nullify Physical Reflect VII	

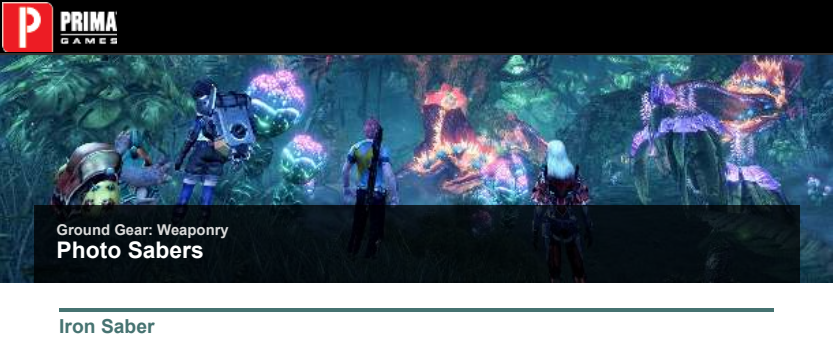
Delta Zorcyses

Cost	272200
Sell Price	2722
Attack	32
Lv.	60
Maker	Orphean Technologies
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Arts: Gain TP VII	
Stabilizer VII	
Cooldown Reducer VII	

Delta Psylans

Cost	332700
Sell Price	3327
Attack	32
Lv.	60
Maker	Grenada Galactic Group
Cooldown	1.8s
Attribute	Beam
Ammo	5
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Crush: Gain TP VII	
Firing Range Up VII	
Potential Boost VII	

PRIMA GAMES



Ground Gear: Weaponry

Photo Sabers

Iron Saber

Cost	4200
Sell Price	42
Attack	40
Lv.	1
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee Attack Up I	
Insectoid Criticals Up I	
Nullify Physical Reflect I	

Delta Ruina

Cost	363000
Sell Price	3630
Attack	32
Lv.	60
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Beam
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Nullify Beam Reflect VII	
Ranged Accuracy Up VII	
Ranged Attack Up VII	

Delta Ruina II

Cost	363000
Sell Price	3630
Attack	32
Lv.	60
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Ether
Ammo	5
Stability	+/-18
TP Gain	3
Upgrades	0/3
AUGMENTS	
Firing Range Up VII	
Potential Up VII	
Extend Shock VII	

Delta Ruina III

Cost	363000
Sell Price	3630
Attack	32
Lv.	60
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Gravity
Ammo	6
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Extend Thermal Res Down VII	
Stabilizer VII	
Ranged Attack Boost VII	

Delta Saboteurs

Cost	302500
Sell Price	3025
Attack	32
Lv.	60
Maker	Candid & Credible
Cooldown	2.0s
Attribute	Electric
Ammo	6
Stability	+/-12
TP Gain	3
Upgrades	0/3
AUGMENTS	
Potential Up VII	
Ranged Accuracy Up VII	
Stabilizer VII	

Delta Fwooshers

Cost	242000
Sell Price	2420
Attack	32
Lv.	60
Maker	Nopon Commerce Guild
Cooldown	2.5s
Attribute	Thermal
Ammo	8
Stability	+/-15
TP Gain	3
Upgrades	0/3
AUGMENTS	
Back Attack Plus VII	
Piscinoid Slayer VII	
Critical Chance Up VII	

Iron Fulge

Cost	4600
Sell Price	46
Attack	35
Lv.	1
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Beam
Ammo	0
Stability	+/-6
TP Gain	30
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down I	
Theroid Criticals Up I	
Reflect: Physical	

Iron Fulge II

Cost	4600
Sell Price	46
Attack	30
Lv.	1
Maker	Grenada Galactic Group
Cooldown	1.2s
Attribute	Beam
Ammo	0
Stability	+/-8
TP Gain	18
Upgrades	0/3
AUGMENTS	
Stabilizer I	
Nullify Beam Reflect I	
Crush: Gain TP I	

Titanium Saber

Cost	7500
Sell Price	75
Attack	60
Lv.	10
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee Attack Up II	
Insectoid Criticals Up II	
Nullify Physical Reflect II	

Titanium Fulge

Cost	8300
Sell Price	83
Attack	55
Lv.	10
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Beam
Ammo	0
Stability	+/-6
TP Gain	30
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down II	
Theroid Criticals Up II	
Reflect: Physical	

Titanium Fulge II

Cost	8300
Sell Price	83
Attack	50
Lv.	10
Maker	Grenada Galactic Group
Cooldown	1.2s
Attribute	Beam
Ammo	0
Stability	+/-8
TP Gain	18
Upgrades	0/3
AUGMENTS	
Stabilizer II	
Nullify Beam Reflect II	
Crush: Gain TP II	

Titanium Candela

Cost	9000
Sell Price	90
Attack	60
Lv.	10
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	40
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect II	
Melee: Blackout II	
Reflect: Ether	

Titanium Candela II

Cost	9000
Sell Price	90
Attack	60
Lv.	10
Maker	Meredith & Co.
Cooldown	1.7s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Ether Res Down II	
Mechanoid Criticals Up II	
Reflect: Damage Up II	

Titanium Candela III

Cost	9000
Sell Price	90
Attack	60
Lv.	10
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down II	
Side Attack Plus II	
Reflect: Gravity	

Chrome Saber

Cost	21000
Sell Price	210
Attack	80
Lv.	20
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee Attack Up III	
Insectoid Criticals Up III	
Nullify Physical Reflect III	

Chrome Fulge

Cost	23100
Sell Price	231
Attack	75
Lv.	20
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Beam
Ammo	0
Stability	+/-6
TP Gain	30
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down III	
Theroid Criticals Up III	
Reflect: Physical	

Chrome Fulge II

Cost	23100
Sell Price	231
Attack	70
Lv.	20
Maker	Grenada Galactic Group
Cooldown	1.2s
Attribute	Beam
Ammo	0
Stability	+/-8
TP Gain	18
Upgrades	0/3
AUGMENTS	
Stabilizer III	
Nullify Beam Reflect III	
Crush: Gain TP III	

Chrome Candela

Cost	25200
Sell Price	252
Attack	80
Lv.	20
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	40
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect III	
Melee: Blackout III	
Reflect: Ether	

Chrome Candela II

Cost	25200
Sell Price	252
Attack	80
Lv.	20
Maker	Meredith & Co.
Cooldown	1.7s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Ether Res Down III	
Mechanoid Criticals Up III	
Reflect: Damage Up III	

Chrome Candela III

Cost	25200
Sell Price	252
Attack	80
Lv.	20
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down III	
Side Attack Plus III	
Reflect: Gravity	

Faithful Lightblade

Cost	25200
Sell Price	252
Attack	100
Lv.	20
Maker	Six Stars
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down III	
Nullify Electric Reflect III	
Reflect: Electric	

Faithful Lightblade II

Cost	25200
Sell Price	252
Attack	100
Lv.	20
Maker	Six Stars
Cooldown	1.8s
Attribute	Thermal
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Thermal Res Down III	
Opening Art: Damage Up III	
Reflect: Thermal	

Cobalt Saber

Cost	50400
Sell Price	504
Attack	100
Lv.	30
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Insectoid Criticals Up IV	
Nullify Physical Reflect IV	

Cobalt Fulge

Cost	55400
Sell Price	554
Attack	95
Lv.	30
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Beam
Ammo	0
Stability	+/-6
TP Gain	30
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down IV	
Theroid Criticals Up IV	
Reflect: Physical	

Cobalt Fulge II

Cost	55400
Sell Price	554
Attack	90
Lv.	30
Maker	Grenada Galactic Group
Cooldown	1.2s
Attribute	Beam
Ammo	0
Stability	+/-8
TP Gain	18
Upgrades	0/3
AUGMENTS	
Stabilizer IV	
Nullify Beam Reflect IV	
Crush: Gain TP IV	

Cobalt Candela

Cost	60400
Sell Price	604
Attack	100
Lv.	30
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	40
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect IV	
Melee: Blackout IV	
Reflect: Ether	

Cobalt Candela II

Cost	60400
Sell Price	604
Attack	100
Lv.	30
Maker	Meredith & Co.
Cooldown	1.7s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Ether Res Down IV	
Mechanoid Criticals Up IV	
Reflect: Damage Up IV	

Cobalt Candela III

Cost	60400
Sell Price	604
Attack	100
Lv.	30
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down IV	
Side Attack Plus IV	
Reflect: Gravity	

Steelbreaker Lightblade

Cost	60400
Sell Price	604
Attack	120
Lv.	30
Maker	Six Stars
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down IV	
Nullify Electric Reflect IV	
Reflect: Electric	

Steelbreaker Lightblade II

Cost	60400
Sell Price	604
Attack	120
Lv.	30
Maker	Six Stars
Cooldown	1.8s
Attribute	Thermal
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Thermal Res Down IV	
Opening Art: Damage Up IV	
Reflect: Thermal	

Chromoly Saber

Cost	105000
Sell Price	1050
Attack	120
Lv.	40
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Insectoid Criticals Up V	
Nullify Physical Reflect V	

Chromoly Fulge

Cost	115500
Sell Price	1155
Attack	115
Lv.	40
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Beam
Ammo	0
Stability	+/-6
TP Gain	30
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down V	
Theroid Criticals Up V	
Reflect: Physical	

Chromoly Fulge II

Cost	115500
Sell Price	1155
Attack	110
Lv.	40
Maker	Grenada Galactic Group
Cooldown	1.2s
Attribute	Beam
Ammo	0
Stability	+/-8
TP Gain	18
Upgrades	0/3
AUGMENTS	
Stabilizer V	
Nullify Beam Reflect V	
Crush: Gain TP V	

Chromoly Candela

Cost	126000
Sell Price	1260
Attack	120
Lv.	40
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	40
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect V	
Melee: Blackout V	
Reflect: EtherV	

Chromoly Candela II

Cost	126000
Sell Price	1260
Attack	120
Lv.	40
Maker	Meredith & Co.
Cooldown	1.7s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Ether Res Down V	
Mechanoid Criticals Up V	
Reflect: Damage Up V	

Chromoly Candela III

Cost	126000
Sell Price	1260
Attack	120
Lv.	40
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down V	
Side Attack Plus V	
Reflect: Gravity	

Pulverizing Lightblade

Cost	126000
Sell Price	1260
Attack	140
Lv.	40
Maker	Six Stars
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down V	
Nullify Electric Reflect V	
Reflect: Electric	

Pulverizing Lightblade II

Cost	126000
Sell Price	1260
Attack	140
Lv.	40
Maker	Six Stars
Cooldown	1.8s
Attribute	Thermal
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Thermal Res Down V	
Opening Art: Damage Up V	
Reflect: Thermal	

Cermet Saber

Cost	222600
Sell Price	2226
Attack	140
Lv.	50
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Insectoid Criticals Up VI	
Nullify Physical Reflect VI	

Cermet Fulge

Cost	244800
Sell Price	2448
Attack	135
Lv.	50
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Beam
Ammo	0
Stability	+/-6
TP Gain	30
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VI	
Theroid Criticals Up VI	
Reflect: Physical	

Cermet Fulge II

Cost	244800
Sell Price	2448
Attack	130
Lv.	50
Maker	Grenada Galactic Group
Cooldown	1.2s
Attribute	Beam
Ammo	0
Stability	+/-8
TP Gain	18
Upgrades	0/3
AUGMENTS	
Stabilizer VI	
Nullify Beam Reflect VI	
Crush: Gain TP VI	

Cermet Candela

Cost	267100
Sell Price	2671
Attack	140
Lv.	50
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	40
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VI	
Melee: Blackout VI	
Reflect: Ether	

Cermet Candela II

Cost	267100
Sell Price	2671
Attack	140
Lv.	50
Maker	Meredith & Co.
Cooldown	1.7s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Ether Res Down VI	
Mechanoid Criticals Up VI	
Reflect: Damage Up VI	

Cermet Candela III

Cost	267100
Sell Price	2671
Attack	140
Lv.	50
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VI	
Side Attack Plus VI	
Reflect: Gravity	

Intrepid Lightblade

Cost	267100
Sell Price	2671
Attack	160
Lv.	50
Maker	Six Stars
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down VI	
Nullify Electric Reflect VI	
Reflect: Electric	

Audacious Lightblade II

Cost	554400
Sell Price	5544
Attack	180
Lv.	60
Maker	Six Stars
Cooldown	1.8s
Attribute	Thermal
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Thermal Res Down VII	
Opening Art: Damage Up VII	
Reflect: Thermal	

Carbide Candela

Cost	554400
Sell Price	5544
Attack	160
Lv.	60
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	40
Upgrades	0/3
AUGMENTS	
Nullify Ether Reflect VII	
Melee: Blackout VII	
Reflect: Ether	

Ground Gear: Armor

Head Armor

Diving Mask

Cost	7500
Sell Price	75
Casual Wear	
Defense	2
Lv.	1
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Potential Boost III	
Empty Slots	1

Intrepid Lightblade II

Cost	267100
Sell Price	2671
Attack	160
Lv.	50
Maker	Six Stars
Cooldown	1.8s
Attribute	Thermal
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Thermal Res Down VI	
Opening Art: Damage Up VI	
Reflect: Thermal	

Carbide Saber

Cost	462000
Sell Price	4620
Attack	160
Lv.	60
Maker	Sakuraba Industries
Cooldown	1.5s
Attribute	Beam
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee Attack Up VII	
Insectoid Criticals Up VII	
Nullify Physical Reflect VII	

Carbide Fulge

Cost	508200
Sell Price	5082
Attack	155
Lv.	60
Maker	Grenada Galactic Group
Cooldown	1.3s
Attribute	Beam
Ammo	0
Stability	+/-6
TP Gain	30
Upgrades	0/3
AUGMENTS	
Melee: Beam Res Down VII	
Theroid Criticals Up VII	
Reflect: Physical	

Carbide Fulge II

Cost	508200
Sell Price	5082
Attack	150
Lv.	60
Maker	Grenada Galactic Group
Cooldown	1.2s
Attribute	Beam
Ammo	0
Stability	+/-8
TP Gain	18
Upgrades	0/3
AUGMENTS	
Stabilizer VII	
Nullify Beam Reflect VII	
Crush: Gain TP VII	

Snorkel

Cost	9000
Sell Price	90
Casual Wear	
Defense	2
Lv.	1
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Potential Boost III	
Empty Slots	1

Carbide Candela

Cost	554400
Sell Price	5544
Attack	160
Lv.	60
Maker	Meredith & Co.
Cooldown	1.7s
Attribute	Ether
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Ether Res Down VII	
Mechanoid Criticals Up VII	
Reflect: Damage Up VII	

Carbide Candela III

Cost	554400
Sell Price	5544
Attack	160
Lv.	60
Maker	Meredith & Co.
Cooldown	1.5s
Attribute	Gravity
Ammo	0
Stability	+/-15
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Gravity Res Down VII	
Side Attack Plus VII	
Reflect: Gravity	

Audacious Lightblade

Cost	554400
Sell Price	5544
Attack	180
Lv.	60
Maker	Six Stars
Cooldown	1.8s
Attribute	Electric
Ammo	0
Stability	+/-10
TP Gain	50
Upgrades	0/3
AUGMENTS	
Melee: Electric Res Down VII	
Nullify Electric Reflect VII	
Reflect: Electric	

Survival Headset

Cost	1500
Sell Price	15
BLADE Wear	
Defense	4
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost I	
Visual Cloaking I	
Secondary CD Reducer I	
Empty Slots	1

Survival Visor

Cost	1500
Sell Price	15
Light Wear	
Defense	4
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Potential Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	1

Survival Goggles

Cost	1800
Sell Price	18
Medium Wear	
Defense	5
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	1

Survival Veyes

Cost	1600
Sell Price	16
Light Wear	
Defense	1
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Potential Boost I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	1

Survival Spex

Cost	1900
Sell Price	19
Medium Wear	
Defense	2
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Boost I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	1

Combat Headset

Cost	5200
Sell Price	52
BLADE Wear	
Defense	7
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost II	
Visual Cloaking II	
Secondary CD Reducer II	
Empty Slots	1

Combat Visor

Cost	5200
Sell Price	52
Light Wear	
Defense	7
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Potential Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	1

Combat Goggles

Cost	6200
Sell Price	62
Medium Wear	
Defense	9
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	1

Combat Headwear

Cost	7800
Sell Price	78
Heavy Wear	
Defense	12
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	1

Combat Helmet

Cost	6200
Sell Price	62
Skell Wear	
Defense	4
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Potential Drive II	
Max HP Drive II	
Bind: Refuel II	
Empty Slots	1

Combat Veyes

Cost	5700
Sell Price	57
Light Wear	
Defense	4
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Potential Boost II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	1

Combat Spex

Cost	6800
Sell Price	68
Medium Wear	
Defense	6
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Potential Boost II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	1

Combat Tuesta

Cost	8500
Sell Price	85
Heavy Wear	
Defense	8
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Boost II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	1

Combat Casca

Cost	6800
Sell Price	68
Skell Wear	
Defense	3
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Potential Drive II	
Max GP Drive II	
Fuel Efficiency Up II	
Empty Slots	1

Combat Vizard

Cost	6200
Sell Price	62
Light Wear	
Defense	7
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	1

Combat Vitra

Cost	7400
Sell Price	74
Medium Wear	
Defense	9
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	1

Combat Cassida

Cost	9300
Sell Price	93
Heavy Wear	
Defense	12
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	1

Combat Screen

Cost	5200
Sell Price	52
Light Wear	
Defense	7
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	1

Combat Sights

Cost	6200
Sell Price	62
Medium Wear	
Defense	10
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	1

Combat Armet

Cost	7800
Sell Price	78
Heavy Wear	
Defense	13
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	1

Vivid Headset

Cost	12000
Sell Price	120
BLADE Wear	
Defense	10
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost III	
Visual Cloaking III	
Secondary CD Reducer III	
Empty Slots	1

Vivid Visor

Cost	12000
Sell Price	120
Light Wear	
Defense	10
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Potential Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	1

Vivid Goggles

Cost	14400
Sell Price	144
Medium Wear	
Defense	13
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	1

Vivid Headwear

Cost	18000
Sell Price	180
Heavy Wear	
Defense	17
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	1

Vivid Helmet

Cost	14400
Sell Price	144
Skell Wear	
Defense	7
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Potential Drive III	
Max HP Drive III	
Bind: Refuel III	
Empty Slots	1

Vivid Veyes

Cost	13200
Sell Price	132
Light Wear	
Defense	7
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Potential Boost III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	1

Vivid Spex

Cost	15800
Sell Price	158
Medium Wear	
Defense	10
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Potential Boost III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	1

Vivid Tuesta

Cost	19800
Sell Price	198
Heavy Wear	
Defense	13
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Boost III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	1

Vivid Casca

Cost	15800
Sell Price	158
Skell Wear	
Defense	6
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Potential Drive III	
Max GP Drive III	
Fuel Efficiency Up III	
Empty Slots	1

Vivid Vizard

Cost	14400
Sell Price	144
Light Wear	
Defense	10
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	1

Vivid Vitra

Cost	17200
Sell Price	172
Medium Wear	
Defense	13
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	1

Vivid Cassida

Cost	21600
Sell Price	216
Heavy Wear	
Defense	17
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	1

Vivid Screen

Cost	12000
Sell Price	120
Light Wear	
Defense	10
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	1

Vivid Sights

Cost	14400
Sell Price	144
Medium Wear	
Defense	15
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	1

Vivid Armet

Cost	18000
Sell Price	180
Heavy Wear	
Defense	18
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	1

Vivid Yii

Cost	10800
Sell Price	108
Light Wear	
Defense	4
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up III	
Extend Aura III	
Taunt: Decoy III	
Empty Slots	1

Vivid Ayx

Cost	12900
Sell Price	129
Medium Wear	
Defense	6
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2

AUGMENTS	
Evasion Up III	
Extend Aura III	
Taunt: Decoy III	
Empty Slots	1

Vivid Zyi

Cost	16200
Sell Price	162
Heavy Wear	
Defense	8
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up III	
Extend Aura III	
Taunt: Decoy III	
Empty Slots	1

Warrior’s Mask

Cost	14400
Sell Price	144
Light Wear	
Defense	7
Lv.	25
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Resist Fatigue III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	1

Warrior’s Crest

Cost	17200
Sell Price	172
Medium Wear	
Defense	10
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Resist Fatigue III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	1

Warrior’s Helm

Cost	21600
Sell Price	216
Heavy Wear	
Defense	13
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Resist Fatigue III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	1

Valor Headset

Cost	25000
Sell Price	250
BLADE Wear	
Defense	13
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3

AUGMENTS	
EXP Boost IV	
Visual Cloaking IV	
Secondary CD Reducer IV	
Empty Slots	1

Valor Visor

Cost	25000
Sell Price	250
Light Wear	
Defense	13
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	1

Valor Goggles

Cost	30000
Sell Price	300
Medium Wear	
Defense	18
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	1

Valor Headwear

Cost	37500
Sell Price	375
Heavy Wear	
Defense	22
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	1

Valor Helmet

Cost	30000
Sell Price	300
Skell Wear	
Defense	10
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Potential Drive IV	
Max HP Drive IV	
Bind: Refuel IV	
Empty Slots	1

Valor Veyes

Cost	27500
Sell Price	275
Light Wear	
Defense	10
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Potential Boost IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	1

Valor Spex

Cost	33000
Sell Price	330
Medium Wear	
Defense	14
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Boost IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	1

Valor Tuesta

Cost	41200
Sell Price	412
Heavy Wear	
Defense	18
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Boost IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	1

Valor Casca

Cost	33000
Sell Price	330
Skell Wear	
Defense	9
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Potential Drive IV	
Max GP Drive IV	
Fuel Efficiency Up IV	
Empty Slots	1

Valor Vizard

Cost	30000
Sell Price	300
Light Wear	
Defense	13
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	1

Valor Vitra

Cost	36000
Sell Price	360
Medium Wear	
Defense	18
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: **Gain TP IV**	
Empty Slots	1

Valor Cassida

Cost	45000
Sell Price	450
Heavy Wear	
Defense	22
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: **Gain TP IV**	
Empty Slots	1

Valor Screen

Cost	25000
Sell Price	250
Light Wear	
Defense	13
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	1

Valor Sights

Cost	30000
Sell Price	300
Medium Wear	
Defense	19
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	1

Valor Armet

Cost	37500
Sell Price	375
Heavy Wear	
Defense	23
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	1

Valor Yii

Cost	22500
Sell Price	225
Light Wear	
Defense	7
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3

AUGMENTS	
Evasion Up IV	
Extend Aura IV	
Taunt: Decoy IV	
Empty Slots	1

Valor Ayx

Cost	27000
Sell Price	270
Medium Wear	
Defense	10
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up IV	
Extend Aura IV	
Taunt: Decoy IV	
Empty Slots	1

Valor Zyi

Cost	33700
Sell Price	337
Heavy Wear	
Defense	13
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up IV	
Extend Aura IV	
Taunt: Decoy IV	
Empty Slots	1

Vanquisher’s Mask

Cost	30000
Sell Price	300
Light Wear	
Defense	10
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Resist Fatigue IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	1

Vanquisher’s Crest

Cost	36000
Sell Price	360
Medium Wear	
Defense	14
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Resist Fatigue IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	1

Vanquisher’s Helm

Cost	45000
Sell Price	450
Heavy Wear	
Defense	18
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1

AUGMENTS	
Resist Fatigue IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	1

Prime Diving Mask

Cost	52500
Sell Price	525
Casual Wear	
Defense	10
Lv.	40
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Potential Boost IX	
Empty Slots	1

Prime Snorkel

Cost	63000
Sell Price	630
Casual Wear	
Defense	10
Lv.	40
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Potential Boost IX	
Empty Slots	1

Forza Headset

Cost	52500
Sell Price	525
BLADE Wear	
Defense	16
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost V	
Visual Cloaking V	
Secondary CD Reducer V	
Empty Slots	1

Forza Visor

Cost	52500
Sell Price	525
Light Wear	
Defense	16
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Potential Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	1

Forza Goggles

Cost	63000
Sell Price	630
Medium Wear	
Defense	22
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Potential Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	1

Forza Headwear

Cost	78700
Sell Price	787
Heavy Wear	
Defense	27
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	1

Forza Helmet

Cost	63000
Sell Price	630
Skell Wear	
Defense	13
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Potential Drive V	
Max HP Drive V	
Bind: Refuel V	
Empty Slots	1

Forza Veyes

Cost	57700
Sell Price	577
Light Wear	
Defense	13
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Potential Boost V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	1

Forza Spex

Cost	69300
Sell Price	693
Medium Wear	
Defense	18
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Boost V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	1

Forza Tuesta

Cost	86600
Sell Price	866
Heavy Wear	
Defense	23
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Potential Boost V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	1

Forza Casca

Cost	69300
Sell Price	693
Skell Wear	
Defense	12
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Potential Drive V	
Max GP Drive V	
Fuel Efficiency Up V	
Empty Slots	1

Forza Vizard

Cost	63000
Sell Price	630
Light Wear	
Defense	16
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	1

Forza Vitra

Cost	75600
Sell Price	756
Medium Wear	
Defense	22
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	1

Forza Cassida

cost	94500
Sell Price	945
Heavy Wear	
Defense	27
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	1

Forza Screen

Cost	52500
Sell Price	525
Light Wear	
Defense	16
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3

AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	1

Forza Sights

Cost	63000
Sell Price	630
Medium Wear	
Defense	23
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	1

Forza Armet

Cost	78700
Sell Price	787
Heavy Wear	
Defense	28
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	1

Forza Yii

Cost	47200
Sell Price	472
Light Wear	
Defense	10
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up V	
Extend Aura V	
Taunt: Decoy V	
Empty Slots	1

Forza Ayx

Cost	56700
Sell Price	567
Medium Wear	
Defense	14
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up V	
Extend Aura V	
Taunt: Decoy V	
Empty Slots	1

Forza Zyi

Cost	70800
Sell Price	708
Heavy Wear	
Defense	18
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1

AUGMENTS	
Evasion Up V	
Extend Aura V	
Taunt: Decoy V	
Empty Slots	1

Overlord’s Mask

Cost	63000
Sell Price	630
Light Wear	
Defense	13
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Resist Fatigue V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	1

Overlord’s Crest

Cost	75600
Sell Price	756
Medium Wear	
Defense	18
Lv.	45
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Resist Fatigue V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	1

Overlord’s Helm

Cost	94500
Sell Price	945
Heavy Wear	
Defense	23
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Resist Fatigue V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	1

Reginal Headset

Cost	108000
Sell Price	1080
BLADE Wear	
Defense	19
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost VI	
Visual Cloaking VI	
Secondary CD Reducer VI	
Empty Slots	1

Reginal Visor

Cost	108000
Sell Price	1080
Light Wear	
Defense	19
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Potential Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	1

Reginal Goggles

Cost	129600
Sell Price	1296
Medium Wear	
Defense	25
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Potential Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	1

Reginal Headwear

Cost	162000
Sell Price	1620
Heavy Wear	
Defense	32
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	1

Reginal Helmet

Cost	129600
Sell Price	1296
Skell Wear	
Defense	16
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Potential Drive VI	
Max HP Drive VI	
Bind: Refuel VI	
Empty Slots	1

Reginal Veyes

Cost	118800
Sell Price	1188
Light Wear	
Defense	16
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Potential Boost VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	1

Reginal Spex

Cost	142500
Sell Price	1425
Medium Wear	
Defense	22
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Potential Boost VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	1

Reginal Tuesta

Cost	178200
Sell Price	1782
Heavy Wear	
Defense	28
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Potential Boost VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	1

Reginal Casca

Cost	142500
Sell Price	1425
Skell Wear	
Defense	15
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Potential Drive VI	
Max GP Drive VI	
Fuel Efficiency Up VI	
Empty Slots	1

Reginal Vizard

Cost	129600
Sell Price	1296
Light Wear	
Defense	19
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	1

Reginal Vitra

Cost	155500
Sell Price	1555
Medium Wear	
Defense	25
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: **Gain TP VI**	
Empty Slots	1

Reginal Cassida

Cost	194400
Sell Price	1944
Heavy Wear	
Defense	32
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	1

Reginal Screen

Cost	108000
Sell Price	1080
Light Wear	
Defense	19
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	1

Reginal Sights

Cost	129600
Sell Price	1296
Medium Wear	
Defense	27
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	1

Reginal Armet

Cost	162000
Sell Price	1620
Heavy Wear	
Defense	33
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	1

Reginal Yii

Cost	97200
Sell Price	972
Light Wear	
Defense	13
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up VI	
Extend Aura VI	
Taunt: Decoy VI	
Empty Slots	1

Reginal Ayx

Cost	116600
Sell Price	1166
Medium Wear	
Defense	18
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2

AUGMENTS	
Evasion Up VI	
Extend Aura VI	
Taunt: Decoy VI	
Empty Slots	1

Ground Gear: Armor

Torso Armor

Diving Bodywear

Cost	15000
Sell Price	150
Casual Wear	
Defense	6
Lv.	1
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Heat Wave Screen	
Empty Slots	0

Swimsuit Top

Cost	18000
Sell Price	180
Casual Wear	
Defense	6
Lv.	1
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Heat Wave Screen	
Empty Slots	0

Reginal Zyi

Cost	145800
Sell Price	1458
Heavy Wear	
Defense	23
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up VI	

Extend Aura VI	
Taunt: Decoy VI	
Empty Slots	1

Mother God’s Mask

Cost	129600
Sell Price	1296
Light Wear	
Defense	16
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Resist Fatigue VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	1

Mother God’s Crest

Cost	155500
Sell Price	1555
Medium Wear	
Defense	22
Lv.	55
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Resist Fatigue VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	1

Mother God’s Helm

Cost	194400
Sell Price	1944
Heavy Wear	
Defense	28
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Resist Fatigue VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	1

Survival Shirt

Cost	5000
Sell Price	50
BLADE Wear	
Defense	12
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost I	
Visual Cloaking I	
Secondary CD Reducer I	
Empty Slots	0

Survival Vest

Cost	5000
Sell Price	50
Light Wear	
Defense	12
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Melee Attack Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Bodywear

Cost	6000
Sell Price	60
Medium Wear	
Defense	16
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Norak

Cost	5500
Sell Price	55
Light Wear	
Defense	4
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Up I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Survival Torse

Cost	6600
Sell Price	66
Medium Wear	
Defense	6
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Up I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Combat Shirt

Cost	17500
Sell Price	175
BLADE Wear	
Defense	21
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost II	
Visual Cloaking II	
Secondary CD Reducer II	
Empty Slots	0

Combat Vest

Cost	17500
Sell Price	175
Light Wear	
Defense	21
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Melee Attack Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Bodywear

Cost	21000
Sell Price	210
Medium Wear	
Defense	28
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Armor

Cost	26200
Sell Price	262
Heavy Wear	
Defense	34
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Suit

Cost	21000
Sell Price	210
Skell Wear	
Defense	11
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Attack Drive II	
Max HP Drive II	
Bind: Refuel II	
Empty Slots	1

Combat Norak

Cost	19200
Sell Price	192
Light Wear	
Defense	13
Lv.	15
Maker	Grenada Galactic Group

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Attributes

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Torse

Cost	23100
Sell Price	231
Medium Wear	
Defense	18
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Ryg

Cost	28800
Sell Price	288
Heavy Wear	
Defense	21
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Raim

Cost	23100
Sell Price	231
Skell Wear	
Defense	9
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive II	
Max GP Drive II	
Fuel Efficiency Up II	
Empty Slots	0

Combat Vestis

Cost	21000
Sell Price	210
Light Wear	
Defense	21
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Corpus

Cost	25200
Sell Price	252
Medium Wear	
Defense	28
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Arma

Cost	31500
Sell Price	315
Heavy Wear	
Defense	34
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Breaker

Cost	17500
Sell Price	175
Light Wear	
Defense	24
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Encaser

Cost	21000
Sell Price	210
Medium Wear	
Defense	33
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Bulwark

Cost	26200
Sell Price	262
Heavy Wear	
Defense	40
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Vivid Shirt

Cost	40000
Sell Price	400
BLADE Wear	
Defense	30
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost III	
Visual Cloaking III	
Secondary CD Reducer III	
Empty Slots	0

Vivid Vest

Cost	40000
Sell Price	400
Light Wear	
Defense	30
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Bodywear

Cost	48000
Sell Price	480
Medium Wear	
Defense	40
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Armor

Cost	60000
Sell Price	600
Heavy Wear	
Defense	50
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Suit

Cost	48000
Sell Price	480
Skell Wear	
Defense	17
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5

AUGMENTS	
Melee Attack Drive III	
Max HP Drive III	
Bind: Refuel III	
Empty Slots	1

Vivid Norak

Cost	44000
Sell Price	440
Light Wear	
Defense	22
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Torse

Cost	52800
Sell Price	528
Medium Wear	
Defense	30
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Ryg

Cost	66000
Sell Price	660
Heavy Wear	
Defense	36
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Raim

Cost	52800
Sell Price	528
Skell Wear	
Defense	15
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive III	
Max GP Drive III	
Fuel Efficiency Up III	
Empty Slots	0

Vivid Vestis

Cost	48000
Sell Price	480
Light Wear	
Defense	30
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: **Gain TP III**	
Empty Slots	0

Vivid Corpus

Cost	57600
Sell Price	576
Medium Wear	
Defense	40
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: **Gain TP III**	
Empty Slots	0

Vivid Arma

Cost	72000
Sell Price	720
Heavy Wear	
Defense	50
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Breaker

Cost	40000
Sell Price	400
Light Wear	
Defense	33
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Encaser

Cost	48000
Sell Price	480
Medium Wear	
Defense	43
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Bulwark

Cost	60000
Sell Price	600
Heavy Wear	
Defense	55
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Yimsel

Cost	36000
Sell Price	360
Light Wear	
Defense	13
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up III	
Stun: Decoy I	
Focused Evasion III	
Empty Slots	0

Vivid Mayx

Cost	43200
Sell Price	432
Medium Wear	
Defense	18
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up III	
Stun: Decoy I	
Focused Evasion III	
Empty Slots	0

Vivid Zyua

Cost	54000
Sell Price	540
Heavy Wear	
Defense	21
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up III	
Stun: Decoy I	
Focused Evasion III	
Empty Slots	0

Light Warrior’s Plate

Cost	48000
Sell Price	480
Light Wear	
Defense	22
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Physical Attack Plus III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Warrior’s Plate

Cost	57600
Sell Price	576
Medium Wear	
Defense	30
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2

AUGMENTS	
Physical Attack Plus III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Heavy Warrior’s Plate

Cost	72000
Sell Price	720
Heavy Wear	
Defense	36
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Physical Attack Plus III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Valor Shirt

Cost	82500
Sell Price	825
BLADE Wear	
Defense	39
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost IV	
Visual Cloaking IV	
Secondary CD Reducer IV	
Empty Slots	0

Valor Vest

Cost	82500
Sell Price	825
Light Wear	
Defense	39
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Bodywear

Cost	99000
Sell Price	9990
Medium Wear	
Defense	52
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Armor

Cost	123700
Sell Price	1237
Heavy Wear	
Defense	65
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Melee Attack Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Suit

Cost	99000
Sell Price	990
Skell Wear	
Defense	23
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Attack Drive IV	
Max HP Drive IV	
Bind: Refuel IV	
Empty Slots	1

Valor Norak

Cost	90700
Sell Price	907
Light Wear	
Defense	31
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Torse

Cost	108900
Sell Price	1089
Medium Wear	
Defense	42
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Ryg

Cost	136100
Sell Price	1361
Heavy Wear	
Defense	51
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Raim

Cost	108900
Sell Price	1089
Skell Wear	
Defense	21
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5

AUGMENTS	
Ranged Attack Drive IV	
Max GP Drive IV	
Fuel Efficiency Up IV	
Empty Slots	0

Valor Vestis

Cost	99000
Sell Price	990
Light Wear	
Defense	39
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Corpus

Cost	118800
Sell Price	1188
Medium Wear	
Defense	52
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Arma

Cost	148500
Sell Price	1485
Heavy Wear	
Defense	65
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Breaker

Cost	82500
Sell Price	825
Light Wear	
Defense	42
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Encaser

Cost	99000
Sell Price	990
Medium Wear	
Defense	55
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2

AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Bulwark

Cost	123700
Sell Price	1237
Heavy Wear	
Defense	70
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Yimsel

Cost	74200
Sell Price	742
Light Wear	
Defense	22
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up IV	
Stun: Decoy I	
Focused Evasion IV	
Empty Slots	0

Valor Mayx

Cost	89100
Sell Price	891
Medium Wear	
Defense	30
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up IV	
Stun: Decoy I	
Focused Evasion IV	
Empty Slots	0

Valor Zyua

Cost	111300
Sell Price	1113
Heavy Wear	
Defense	36
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up IV	
Stun: Decoy I	
Focused Evasion IV	
Empty Slots	0

Light Vanquisher’s Plate

Cost	99000
Sell Price	990
Light Wear	
Defense	31
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3

AUGMENTS	
Physical Attack Plus IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Vanquisher’s Plate

Cost	118800
Sell Price	1188
Medium Wear	
Defense	42
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Physical Attack Plus IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Heavy Vanquisher’s Plate

Cost	148500
Sell Price	1485
Heavy Wear	
Defense	51
Lv.	35
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Physical Attack Plus IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Prime Diving Bodywear

Cost	105000
Sell Price	1050
Casual Wear	
Defense	30
Lv.	40
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Heat Wave Screen	
Empty Slots	0

Prime Swimsuit Top

Cost	126000
Sell Price	1260
Casual Wear	
Defense	30
Lv.	40
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Heat Wave Screen	
Empty Slots	0

Forza Shirt

Cost	175000
Sell Price	1750
BLADE Wear	
Defense	48
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost V	

Visual Cloaking V	
Secondary CD Reducer V	
Empty Slots	0

Forza Vest

Cost	175000
Sell Price	1750
Light Wear	
Defense	48
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Bodywear

Cost	210000
Sell Price	2100
Medium Wear	
Defense	64
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Armor

Cost	262500
Sell Price	2625
Heavy Wear	
Defense	80
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Suit

Cost	210000
Sell Price	2100
Skell Wear	
Defense	29
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Attack Drive V	
Max HP Drive V	
Bind: Refuel V	
Empty Slots	1

Forza Norak

Cost	192500
Sell Price	1925
Light Wear	
Defense	40
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Ranged Attack Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Torse

Cost	231000
Sell Price	2310
Medium Wear	
Defense	54
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Ryg

Cost	288700
Sell Price	2887
Heavy Wear	
Defense	66
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Raim

Cost	231000
Sell Price	2310
Skell Wear	
Defense	27
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive V	
Max GP Drive V	
Fuel Efficiency Up V	
Empty Slots	0

Forza Vestis

Cost	210000
Sell Price	2100
Light Wear	
Defense	48
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Corpus

Cost	252000
Sell Price	2520
Medium Wear	
Defense	64
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: **Gain TP V**	
Empty Slots	0

Forza Arma

Cost	315000
Sell Price	3150
Heavy Wear	
Defense	80
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: **Gain TP V**	
Empty Slots	0

Forza Breaker

Cost	175000
Sell Price	1750
Light Wear	
Defense	51
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Encaser

Cost	210000
Sell Price	2100
Medium Wear	
Defense	67
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Bulwark

Cost	262500
Sell Price	2625
Heavy Wear	
Defense	85
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Yimsel

Cost	157500
Sell Price	1575
Light Wear	
Defense	31
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3

AUGMENTS	
Evasion Up V	
Stun: Decoy I	
Focused Evasion V	
Empty Slots	0

Forza Mayx

Cost	189000
Sell Price	1890
Medium Wear	
Defense	42
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up V	
Stun: Decoy I	
Focused Evasion V	
Empty Slots	0

Forza Zyua

Cost	236200
Sell Price	2362
Heavy Wear	
Defense	51
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up V	
Stun: Decoy I	
Focused Evasion V	
Empty Slots	0

Light Overlord’s Plate

Cost	210000
Sell Price	2100
Light Wear	
Defense	40
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Physical Attack Plus V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Overlord’s Plate

Cost	252000
Sell Price	2520
Medium Wear	
Defense	54
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Physical Attack Plus V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Heavy Overlord’s Plate

Cost	315000
Sell Price	3150
Heavy Wear	
Defense	66
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1

AUGMENTS	
Physical Attack Plus V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Reginal Shirt

Cost	360000
Sell Price	3600
BLADE Wear	
Defense	57
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost VI	
Visual Cloaking VI	
Secondary CD Reducer VI	
Empty Slots	0

Reginal Vest

Cost	360000
Sell Price	3600
Light Wear	
Defense	57
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Bodywear

Cost	432000
Sell Price	4320
Medium Wear	
Defense	76
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Armor

Cost	540000
Sell Price	5400
Heavy Wear	
Defense	95
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Suit

Cost	432000
Sell Price	4320
Skell Wear	
Defense	35
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5

AUGMENTS	
Melee Attack Drive VI	
Max HP Drive VI	
Bind: Refuel VI	
Empty Slots	1

Reginal Norak

Cost	396000
Sell Price	3960
Light Wear	
Defense	49
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Torse

Cost	475200
Sell Price	4752
Medium Wear	
Defense	66
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Ryg

Cost	594000
Sell Price	5940
Heavy Wear	
Defense	81
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Raim

Cost	475200
Sell Price	4752
Skell Wear	
Defense	33
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive VI	
Max GP Drive VI	
Fuel Efficiency Up VI	
Empty Slots	0

Reginal Vestis

Cost	432000
Sell Price	4320
Light Wear	
Defense	57
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Corpus

Cost	518400
Sell Price	5184
Medium Wear	
Defense	76
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Arma

Cost	648000
Sell Price	6480
Heavy Wear	
Defense	95
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Breaker

Cost	360000
Sell Price	3600
Light Wear	
Defense	60
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Encaser

Cost	432000
Sell Price	4320
Medium Wear	
Defense	79
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Bulwark

Cost	540000
Sell Price	5400
Heavy Wear	
Defense	100
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Yimsel

Cost	324000
Sell Price	3240
Light Wear	
Defense	40
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up VI	
Stun: Decoy I	
Focused Evasion VI	
Empty Slots	0

Reginal Mayx

Cost	388800
Sell Price	3888
Medium Wear	
Defense	54
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up VI	
Stun: Decoy I	
Focused Evasion VI	
Empty Slots	0

Reginal Zyua

Cost	486000
Sell Price	4860
Heavy Wear	
Defense	66
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up VI	
Stun: Decoy I	
Focused Evasion VI	
Empty Slots	0

Heavy Mother God’s Plate

Cost	648000
Sell Price	6480
Heavy Wear	
Defense	81
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Physical Attack Plus VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Ground Gear: Armor

Left Arm

Diving Band L

Cost	4000
Sell Price	40
Casual Wear	
Defense	2
Lv.	1
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Resist Thermal Res Down III	
Empty Slots	0

Swimmer’s Band L

Cost	4800
Sell Price	48
Casual Wear	
Defense	2
Lv.	1
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Resist Thermal Res Down III	
Empty Slots	0

Survival Wristwear L

Cost	1200
Sell Price	12
BLADE Wear	
Defense	4
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost I	

Visual Cloaking I	
Secondary CD Reducer I	
Empty Slots	0

Light Mother God’s Plate

Cost	432000
Sell Price	4320
Light Wear	
Defense	49
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Physical Attack Plus VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Mother God’s Plate

Cost	518400
Sell Price	5184
Medium Wear	
Defense	66
Lv.	55
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Physical Attack Plus VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Survival Guard L

Cost	1200
Sell Price	12
Light Wear	
Defense	4
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Glove L

Cost	1400
Sell Price	14
Medium Wear	
Defense	5
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Tecta L

Cost	1300
Sell Price	13
Light Wear	
Defense	2
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Ranged Accuracy Up I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Survival Quantlet L

Cost	1500
Sell Price	15
Medium Wear	
Defense	2
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Combat Wristwear L

Cost	4200
Sell Price	42
BLADE Wear	
Defense	7
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost II	
Visual Cloaking II	
Secondary CD Reducer II	
Empty Slots	0

Combat Guard L

Cost	4200
Sell Price	42
Light Wear	
Defense	7
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Glove L

Cost	5000
Sell Price	50
Medium Wear	
Defense	9
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Armwear L

Cost	6300
Sell Price	63
Heavy Wear	
Defense	12
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Melee Accuracy Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Mitt L

Cost	5000
Sell Price	50
Skell Wear	
Defense	4
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive II	
Max HP Drive II	
Bind: Refuel II	
Empty Slots	1

Combat Tecta L

Cost	4600
Sell Price	46
Light Wear	
Defense	5
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Quantlet L

Cost	5500
Sell Price	55
Medium Wear	
Defense	6
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Brax L

Cost	6900
Sell Price	69
Heavy Wear	
Defense	8
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Guante L

Cost	5500
Sell Price	55
Skell Wear	
Defense	3
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5

AUGMENTS	
Ranged Accuracy Drive II	
Max GP Drive II	
Fuel Efficiency Up II	
Empty Slots	0

Combat Armilla L

Cost	5000
Sell Price	50
Light Wear	
Defense	7
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Chiro L

Cost	6000
Sell Price	60
Medium Wear	
Defense	9
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Manus L

Cost	7500
Sell Price	75
Heavy Wear	
Defense	12
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Ward L

Cost	4200
Sell Price	42
Light Wear	
Defense	7
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Grip L

Cost	5000
Sell Price	50
Medium Wear	
Defense	8
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2

AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Wrest L

Cost	6300
Sell Price	63
Heavy Wear	
Defense	14
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Vivid Wristwear L

Cost	9600
Sell Price	96
BLADE Wear	
Defense	10
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost III	
Visual Cloaking III	
Secondary CD Reducer III	
Empty Slots	0

Vivid Guard L

Cost	9600
Sell Price	96
Light Wear	
Defense	10
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Glove L

Cost	11500
Sell Price	115
Medium Wear	
Defense	13
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Armwear L

Cost	14400
Sell Price	144
Heavy Wear	
Defense	17
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Melee Accuracy Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Mitt L

Cost	11500
Sell Price	115
Skell Wear	
Defense	7
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive III	
Max HP Drive III	
Bind: Refuel III	
Empty Slots	1

Vivid Tecta L

Cost	10500
Sell Price	105
Light Wear	
Defense	8
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Quantlet L

Cost	12600
Sell Price	126
Medium Wear	
Defense	10
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Brax L

Cost	15800
Sell Price	158
Heavy Wear	
Defense	13
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Guante L

Cost	12600
Sell Price	126
Skell Wear	
Defense	6
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5

AUGMENTS	
Ranged Accuracy Drive III	
Max GP Drive III	
Fuel Efficiency Up III	
Empty Slots	0

Vivid Armilla L

Cost	11500
Sell Price	115
Light Wear	
Defense	10
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Chiro L

Cost	13800
Sell Price	138
Medium Wear	
Defense	13
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Manus L

Cost	17200
Sell Price	172
Heavy Wear	
Defense	17
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Ward L

Cost	9600
Sell Price	96
Light Wear	
Defense	11
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Grip L

Cost	11500
Sell Price	115
Medium Wear	
Defense	12
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2

AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Wrest L

Cost	14400
Sell Price	144
Heavy Wear	
Defense	19
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Yiys L

Cost	8600
Sell Price	86
Light Wear	
Defense	5
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up III	
Antispike III	
Max TP Boost III	
Empty Slots	0

Vivid Mayx L

Cost	10300
Sell Price	103
Medium Wear	
Defense	6
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up III	
Antispike III	
Max TP Boost III	
Empty Slots	0

Vivid Zyua L

Cost	12900
Sell Price	129
Heavy Wear	
Defense	8
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up III	
Antispike III	
Max TP Boost III	
Empty Slots	0

Warrior’s Bracer L

Cost	11500
Sell Price	115
Light Wear	
Defense	8
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3

AUGMENTS	
Melee Attack Up III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Warrior’s Gauntlet L

Cost	13800
Sell Price	138
Medium Wear	
Defense	10
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Melee Attack Up III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Warrior’s Vambrace L

Cost	17200
Sell Price	172
Heavy Wear	
Defense	13
Lv.	25
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Valor Wristwear L

Cost	19800
Sell Price	198
BLADE Wear	
Defense	13
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost IV	
Visual Cloaking IV	
Secondary CD Reducer IV	
Empty Slots	0

Valor Guard L

Cost	19800
Sell Price	198
Light Wear	
Defense	13
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Glove L

Cost	23700
Sell Price	237
Medium Wear	
Defense	18
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Melee Accuracy Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Armwear L

Cost	29700
Sell Price	297
Heavy Wear	
Defense	22
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Accuracy Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Mitt L

Cost	23700
Sell Price	237
Skell Wear	
Defense	10
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive IV	
Max HP Drive IV	
Bind: Refuel IV	
Empty Slots	1

Valor Tecta L

Cost	21700
Sell Price	217
Light Wear	
Defense	11
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Quantlet L

Cost	26100
Sell Price	261
Medium Wear	
Defense	14
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Brax L

Cost	32600
Sell Price	326
Heavy Wear	
Defense	18
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Ranged Accuracy Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Guante L

Cost	26100
Sell Price	261
Skell Wear	
Defense	9
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Accuracy Drive IV	
Max GP Drive IV	
Fuel **Efficiency Up IV**	
Empty Slots	0

Valor Armilla L

Cost	23700
Sell Price	237
Light Wear	
Defense	13
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Chiro L

Cost	28500
Sell Price	285
Medium Wear	
Defense	18
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Manus L

Cost	35600
Sell Price	356
Heavy Wear	
Defense	22
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Ward L

Cost	19800
Sell Price	198
Light Wear	
Defense	16
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3

AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Grip L

Cost	23700
Sell Price	237
Medium Wear	
Defense	17
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Wrest L

Cost	29700
Sell Price	297
Heavy Wear	
Defense	24
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Yiys L

Cost	17800
Sell Price	178
Light Wear	
Defense	8
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up IV	
Antispike IV	
Max TP Boost IV	
Empty Slots	0

Valor Mayx L

Cost	21300
Sell Price	213
Medium Wear	
Defense	10
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up IV	
Antispike IV	
Max TP Boost IV	
Empty Slots	0

Valor Zyua L

Cost	26700
Sell Price	267
Heavy Wear	
Defense	13
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1

AUGMENTS	
Evasion Up IV	
Antispike IV	
Max TP Boost IV	
Empty Slots	0

Vanquisher’s Bracer L

Cost	23700
Sell Price	237
Light Wear	
Defense	11
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Vanquisher’s Gauntlet L

Cost	28500
Sell Price	285
Medium Wear	
Defense	14
Lv.	35
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Melee Attack Up IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Warrior’s Vambrace L

Cost	35600
Sell Price	356
Heavy Wear	
Defense	18
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Prime Diving Band L

Cost	28000
Sell Price	280
Casual Wear	
Defense	10
Lv.	40
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Resist Thermal Res Down IX	
Empty Slots	0

Prime Swimmer’s Band L

Cost	33600
Sell Price	336
Casual Wear	
Defense	10
Lv.	40
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Resist Thermal Res Down IX	

Empty Slots	0

Forza Wristwear L

Cost	42000
Sell Price	420
BLADE Wear	
Defense	16
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost V	
Visual Cloaking V	
Secondary CD Reducer V	
Empty Slots	0

Forza Guard L

Cost	42000
Sell Price	420
Light Wear	
Defense	16
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Glove L

Cost	50400
Sell Price	504
Medium Wear	
Defense	22
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Armwear L

Cost	63000
Sell Price	630
Heavy Wear	
Defense	27
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Accuracy Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Mitt L

Cost	50400
Sell Price	504
Skell Wear	
Defense	13
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5

AUGMENTS	
Melee Accuracy Drive V	
Max HP Drive V	
Bind: Refuel V	
Empty Slots	1

Forza Tecta L

Cost	46200
Sell Price	462
Light Wear	
Defense	14
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Quantlet L

Cost	55400
Sell Price	554
Medium Wear	
Defense	18
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Brax L

Cost	69300
Sell Price	693
Heavy Wear	
Defense	23
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Guante L

Cost	55400
Sell Price	554
Skell Wear	
Defense	12
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Accuracy Drive V	
Max GP Drive V	
Fuel Efficiency Up V	
Empty Slots	0

Forza Armilla L

Cost	50400
Sell Price	504
Light Wear	
Defense	16
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Chiro L

Cost	60400
Sell Price	604
Medium Wear	
Defense	22
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Manus L

Cost	75600
Sell Price	756
Heavy Wear	
Defense	27
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Ward L

Cost	42000
Sell Price	420
Light Wear	
Defense	19
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Grip L

Cost	50400
Sell Price	504
Medium Wear	
Defense	20
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Wrest L

Cost	63000
Sell Price	630
Heavy Wear	
Defense	29
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Yiys L

Cost	37800
Sell Price	378
Light Wear	
Defense	11
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up V	
Antispike V	
Max TP Boost V	
Empty Slots	0

Forza Mayx L

Cost	45300
Sell Price	453
Medium Wear	
Defense	14
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up V	
Antispike V	
Max TP Boost V	
Empty Slots	0

Forza Zyua L

Cost	56700
Sell Price	567
Heavy Wear	
Defense	18
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up V	
Antispike V	
Max TP Boost V	
Empty Slots	0

Overlord’s Bracer L

Cost	50400
Sell Price	504
Light Wear	
Defense	14
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Overlord’s Gauntlet L

Cost	60400
Sell Price	604
Medium Wear	
Defense	18
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2

AUGMENTS	
Melee Attack Up V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Overlord’s Vambrace L

Cost	75600
Sell Price	756
Heavy Wear	
Defense	23
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Reginal Wristwear L

Cost	86000
Sell Price	860
BLADE Wear	
Defense	19
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost VI	
Visual Cloaking VI	
Secondary CD Reducer VI	
Empty Slots	0

Reginal Guard L

Cost	86000
Sell Price	860
Light Wear	
Defense	19
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Glove L

Cost	103200
Sell Price	1032
Medium Wear	
Defense	25
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Armwear L

Cost	129000
Sell Price	1290
Heavy Wear	
Defense	32
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Melee Accuracy Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Mitt L

Cost	103200
Sell Price	1032
Skell Wear	
Defense	16
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive VI	
Max HP Drive VI	
Bind: Refuel VI	
Empty Slots	1

Reginal Tecta L

Cost	94600
Sell Price	946
Light Wear	
Defense	17
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Quantlet L

Cost	113500
Sell Price	1135
Medium Wear	
Defense	22
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Brax L

Cost	141900
Sell Price	1419
Heavy Wear	
Defense	28
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Guante L

Cost	113500
Sell Price	1135
Skell Wear	
Defense	15
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5

AUGMENTS	
Ranged Accuracy Drive VI	
Max GP Drive VI	
Fuel Efficiency Up VI	
Empty Slots	0

Reginal Armilla L

Cost	103200
Sell Price	1032
Light Wear	
Defense	19
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Chiro L

Cost	123800
Sell Price	1238
Medium Wear	
Defense	25
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Manus L

Cost	154800
Sell Price	1548
Heavy Wear	
Defense	32
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Ward L

Cost	86000
Sell Price	860
Light Wear	
Defense	22
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Grip L

Cost	103200
Sell Price	1032
Medium Wear	
Defense	24
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2

AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Wrest L

Cost	129000
Sell Price	1290
Heavy Wear	
Defense	34
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Yiys L

Cost	77400
Sell Price	774
Light Wear	
Defense	14
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up VI	
Antispike VI	
Max TP Boost VI	
Empty Slots	0

Reginal Mayx L

Cost	92800
Sell Price	928
Medium Wear	
Defense	18
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up VI	
Antispike VI	
Max TP Boost VI	
Empty Slots	0

Reginal Zyua L

Cost	116100
Sell Price	1161
Heavy Wear	
Defense	23
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up VI	
Antispike VI	
Max TP Boost VI	
Empty Slots	0

Mother God's Gauntlet L

Cost	123800
Sell Price	1238
Medium Wear	
Defense	22
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2

AUGMENTS	
Melee Attack Up VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Mother God’s Bracer L

Cost	103200
Sell Price	1032
Light Wear	
Defense	17
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Mother God’s Vambrace L

Cost	154800
Sell Price	1548
Heavy Wear	
Defense	28
Lv.	55
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Ground Gear: Armor

Right Arm

Diving Band R

Cost	4000
Sell Price	40
Casual Wear	
Defense	2
Lv.	1
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Reflect: Thermal	
Empty Slots	0

Swimmer’s Band R

Cost	4800
Sell Price	48
Casual Wear	
Defense	2
Lv.	1
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Reflect: Thermal	
Empty Slots	0

Survival Wristwear R

Cost	1200
Sell Price	12
BLADE Wear	
Defense	4
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost I	

Visual Cloaking I	
Secondary CD Reducer I	
Empty Slots	0

Survival Guard R

Cost	1200
Sell Price	12
Light Wear	
Defense	4
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Glove R

Cost	1400
Sell Price	14
Medium Wear	
Defense	5
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Tecta R

Cost	1300
Sell Price	13
Light Wear	
Defense	2
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Survival Quantlet R

Cost	1500
Sell Price	15
Medium Wear	
Defense	2
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Combat Wristwear R

Cost	4200
Sell Price	42
BLADE Wear	
Defense	7
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3

AUGMENTS	
EXP Boost II	
Visual Cloaking II	
Secondary CD Reducer II	
Empty Slots	0

Combat Guard R

Cost	4200
Sell Price	42
Light Wear	
Defense	7
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Glove R

Cost	5000
Sell Price	50
Medium Wear	
Defense	9
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up II	
Max HP Up II	
HP Rebound I	

I

Empty Slots	0

Combat Armwear R

Cost	6300
Sell Price	63
Heavy Wear	
Defense	12
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Accuracy Up II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Mitt R

Cost	5000
Sell Price	50
Skell Wear	
Defense	4
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive II	
Max HP Drive II	
Bind: Refuel II	
Empty Slots	1

Combat Tecta R

Cost	4600
Sell Price	46
Light Wear	
Defense	5
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Quantlet R

Cost	5500
Sell Price	55
Medium Wear	
Defense	6
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Brax R

Cost	6900
Sell Price	69
Heavy Wear	
Defense	8
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Guante R

Cost	5500
Sell Price	55
Skell Wear	
Defense	3
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5

AUGMENTS	
Ranged Accuracy Drive II	
Max GP Drive II	
Fuel Efficiency Up II	
Empty Slots	0

Combat Armilla R

Cost	5000
Sell Price	50
Light Wear	
Defense	7
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Chiro R

Cost	6000
Sell Price	60
Medium Wear	
Defense	9
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Manus R

Cost	7500
Sell Price	75
Heavy Wear	
Defense	12
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Ward R

Cost	4200
Sell Price	42
Light Wear	
Defense	6
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Grip R

Cost	5000
Sell Price	50
Medium Wear	
Defense	8
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2

AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Wrest R

Cost	6300
Sell Price	63
Heavy Wear	
Defense	14
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Vivid Wristwear R

Cost	9600
Sell Price	96
BLADE Wear	
Defense	10
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost III	
Visual Cloaking III	
Secondary CD Reducer III	
Empty Slots	0

Vivid Guard R

Cost	9600
Sell Price	96
Light Wear	
Defense	10
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Glove R

Cost	11500
Sell Price	115
Medium Wear	
Defense	13
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Armwear R

Cost	14400
Sell Price	144
Heavy Wear	
Defense	17
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Melee Accuracy Up III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Mitt R

Cost	11500
Sell Price	115
Skell Wear	
Defense	7
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive III	
Max HP Drive III	
Bind: Refuel III	
Empty Slots	1

Vivid Tecta R

Cost	10500
Sell Price	105
Light Wear	
Defense	8
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Quantlet R

Cost	12600
Sell Price	126
Medium Wear	
Defense	10
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Brax R

Cost	15800
Sell Price	158
Heavy Wear	
Defense	13
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Guante R

Cost	12600
Sell Price	126
Skell Wear	
Defense	6
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5

AUGMENTS	
Ranged Accuracy Drive III	
Fuel Efficiency Up III	
Max GP Drive III	
Empty Slots	0

Vivid Armilla R

Cost	11500
Sell Price	115
Light Wear	
Defense	10
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Chiro R

Cost	13800
Sell Price	138
Medium Wear	
Defense	13
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Manus R

Cost	17200
Sell Price	172
Heavy Wear	
Defense	17
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Ward R

Cost	9600
Sell Price	96
Light Wear	
Defense	10
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Grip R

Cost	11500
Sell Price	115
Medium Wear	
Defense	12
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2

AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Wrest R

Cost	14400
Sell Price	144
Heavy Wear	
Defense	19
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Yiys R

Cost	8600
Sell Price	86
Light Wear	
Defense	5
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up III	
Antispike III	
Max TP Boost III	
Empty Slots	0

Vivid Mayx R

Cost	10300
Sell Price	103
Medium Wear	
Defense	6
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up III	
Antispike III	
Max TP Boost III	
Empty Slots	0

Vivid Zyua R

Cost	12900
Sell Price	129
Heavy Wear	
Defense	8
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up III	
Antispike III	
Max TP Boost III	
Empty Slots	0

Warrior’s Bracer R

Cost	11500
Sell Price	115
Light Wear	
Defense	8
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3

AUGMENTS	
Melee Attack Up III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Warrior’s Gauntlet R

Cost	13800
Sell Price	138
Medium Wear	
Defense	10
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Melee Attack Up III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Warrior’s Vambrace R

Cost	17200
Sell Price	172
Heavy Wear	
Defense	13
Lv.	25
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Valor Wristwear R

Cost	19800
Sell Price	198
BLADE Wear	
Defense	13
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost IV	
Visual Cloaking IV	
Secondary CD Reducer IV	
Empty Slots	0

Valor Guard R

Cost	19800
Sell Price	198
Light Wear	
Defense	13
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Glove R

Cost	23700
Sell Price	237
Medium Wear	
Defense	18
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Melee Accuracy Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Armwear R

Cost	29700
Sell Price	297
Heavy Wear	
Defense	22
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Accuracy Up IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Mitt R

Cost	23700
Sell Price	237
Skell Wear	
Defense	10
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive IV	
Max HP Drive IV	
Bind: Refuel IV	
Empty Slots	1

Valor Tecta R

Cost	21700
Sell Price	217
Light Wear	
Defense	11
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Quantlet R

Cost	26100
Sell Price	261
Medium Wear	
Defense	14
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Brax R

Cost	32600
Sell Price	326
Heavy Wear	
Defense	18
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Ranged Accuracy Up IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Guante R

Cost	26100
Sell Price	261
Skell Wear	
Defense	9
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Accuracy Drive IV	
Max GP Drive IV	
Fuel **Efficiency Up IV**	
Empty Slots	0

Valor Armilla R

Cost	23700
Sell Price	237
Light Wear	
Defense	13
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Chiro R

Cost	28500
Sell Price	285
Medium Wear	
Defense	18
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Manus R

Cost	35600
Sell Price	356
Heavy Wear	
Defense	22
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Ward R

Cost	19800
Sell Price	198
Light Wear	
Defense	13
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3

AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Grip R

Cost	23700
Sell Price	237
Medium Wear	
Defense	17
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Wrest R

Cost	29700
Sell Price	297
Heavy Wear	
Defense	24
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Yiys R

Cost	17800
Sell Price	178
Light Wear	
Defense	8
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up IV	
Antispike IV	
Max TP Boost IV	
Empty Slots	0

Valor Mayx R

Cost	21300
Sell Price	213
Medium Wear	
Defense	10
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up IV	
Antispike IV	
Max TP Boost IV	
Empty Slots	0

Valor Zyua R

Cost	26700
Sell Price	267
Heavy Wear	
Defense	13
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1

AUGMENTS	
Evasion Up IV	
Antispike IV	
Max TP Boost IV	
Empty Slots	0

Vanquisher’s Bracer R

Cost	23700
Sell Price	237
Light Wear	
Defense	11
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Melee Attack Up IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Vanquisher’s Gauntlet R

Cost	28500
Sell Price	285
Medium Wear	
Defense	14
Lv.	35
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Melee Attack Up IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Warrior’s Vambrace R

Cost	35600
Sell Price	356
Heavy Wear	
Defense	18
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Prime Diving Band R

Cost	28000
Sell Price	280
Casual Wear	
Defense	10
Lv.	40
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Reflect: Thermal	
Empty Slots	0

Prime Swimmer’s Band R

Cost	33600
Sell Price	336
Casual Wear	
Defense	10
Lv.	40
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Reflect: Thermal	

Empty Slots	0

Forza Wristwear R

Cost	42000
Sell Price	420
BLADE Wear	
Defense	16
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost V	
Visual Cloaking V	
Secondary CD Reducer V	
Empty Slots	0

Forza Guard R

Cost	42000
Sell Price	420
Light Wear	
Defense	16
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Glove R

Cost	50400
Sell Price	504
Medium Wear	
Defense	22
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Armwear R

Cost	63000
Sell Price	630
Heavy Wear	
Defense	27
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Accuracy Up V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Mitt R

Cost	50400
Sell Price	504
Skell Wear	
Defense	13
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5

AUGMENTS	
Melee Accuracy Drive V	
Max HP Drive V	
Bind: Refuel V	
Empty Slots	1

Forza Tecta R

Cost	46200
Sell Price	462
Light Wear	
Defense	14
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Quantlet R

Cost	55400
Sell Price	554
Medium Wear	
Defense	18
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Brax R

Cost	69300
Sell Price	693
Heavy Wear	
Defense	23
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Guante R

Cost	55400
Sell Price	554
Skell Wear	
Defense	12
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Accuracy Drive V	
Max GP Drive V	
Fuel Efficiency Up V	
Empty Slots	0

Forza Armilla R

Cost	50400
Sell Price	504
Light Wear	
Defense	16
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Chiro R

Cost	60400
Sell Price	604
Medium Wear	
Defense	22
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Manus R

Cost	75600
Sell Price	756
Heavy Wear	
Defense	27
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Ward R

Cost	42000
Sell Price	420
Light Wear	
Defense	16
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Grip R

Cost	50400
Sell Price	504
Medium Wear	
Defense	20
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Wrest R

Cost	63000
Sell Price	630
Heavy Wear	
Defense	29
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Yiys R

Cost	37800
Sell Price	378
Light Wear	
Defense	11
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up V	
Antispike V	
Max TP Boost V	
Empty Slots	0

Forza Mayx R

Cost	45300
Sell Price	453
Medium Wear	
Defense	14
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up V	
Antispike V	
Max TP Boost V	
Empty Slots	0

Forza Zyua R

Cost	56700
Sell Price	567
Heavy Wear	
Defense	18
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up V	
Antispike V	
Max TP Boost V	
Empty Slots	0

Overlord’s Bracer R

Cost	50400
Sell Price	504
Light Wear	
Defense	14
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Melee Attack Up V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Overlord’s Gauntlet R

Cost	60400
Sell Price	604
Medium Wear	
Defense	18
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2

AUGMENTS	
Melee Attack Up V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Overlord’s Vambrace R

Cost	75600
Sell Price	756
Heavy Wear	
Defense	23
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Reginal Wristwear R

Cost	86000
Sell Price	860
BLADE Wear	
Defense	19
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost VI	
Visual Cloaking VI	
Secondary CD Reducer VI	
Empty Slots	0

Reginal Guard R

Cost	86000
Sell Price	860
Light Wear	
Defense	19
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Accuracy Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Glove R

Cost	103200
Sell Price	1032
Medium Wear	
Defense	25
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Accuracy Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Armwear R

Cost	129000
Sell Price	1290
Heavy Wear	
Defense	32
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Melee Accuracy Up VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Mitt R

Cost	103200
Sell Price	1032
Skell Wear	
Defense	16
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Accuracy Drive VI	
Max HP Drive VI	
Bind: Refuel VI	
Empty Slots	1

Reginal Tecta R

Cost	94600
Sell Price	946
Light Wear	
Defense	17
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Accuracy Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Quantlet R

Cost	113500
Sell Price	1135
Medium Wear	
Defense	22
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Accuracy Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Brax R

Cost	141900
Sell Price	1419
Heavy Wear	
Defense	28
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Accuracy Up VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Guante R

Cost	113500
Sell Price	1135
Skell Wear	
Defense	15
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5

AUGMENTS	
Ranged Accuracy Drive VI	
Max GP Drive VI	
Fuel Efficiency Up VI	
Empty Slots	0

Reginal Armilla R

Cost	103200
Sell Price	1032
Light Wear	
Defense	19
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Chiro R

Cost	123800
Sell Price	1238
Medium Wear	
Defense	25
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Manus R

Cost	154800
Sell Price	1548
Heavy Wear	
Defense	32
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Ward R

Cost	86000
Sell Price	860
Light Wear	
Defense	19
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Grip R

Cost	103200
Sell Price	1032
Medium Wear	
Defense	24
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2

AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Wrest R

Cost	129000
Sell Price	1290
Heavy Wear	
Defense	34
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Yiys R

Cost	77400
Sell Price	774
Light Wear	
Defense	14
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up VI	
Antispike VI	
Max TP Boost VI	
Empty Slots	0

Reginal Mayx R

Cost	92800
Sell Price	928
Medium Wear	
Defense	18
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up VI	
Antispike VI	
Max TP Boost VI	
Empty Slots	0

Reginal Zyua R

Cost	116100
Sell Price	1161
Heavy Wear	
Defense	23
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up VI	
Antispike VI	
Max TP Boost VI	
Empty Slots	0

25

Mother God’s Bracer R

Cost	103200
Sell Price	1032
Light Wear	
Defense	17
Lv.	55
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Melee Attack Up VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Mother God’s Gauntlet R

Cost	123800
Sell Price	1238
Medium Wear	
Defense	22
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Melee Attack Up VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Mother God’s Vambrace R

Cost	154800
Sell Price	1548
Heavy Wear	
Defense	28
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Melee Attack Up VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Ground Gear: Armor

Leg Armor

Diving Bottoms

Cost	12000
Sell Price	120
Casual Wear	
Defense	4
Lv.	1
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Focused Evasion III	
Empty Slots	0

Swimsuit Bottoms

Cost	14400
Sell Price	144
Casual Wear	
Defense	4
Lv.	1
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Focused Evasion III	
Empty Slots	0

Survival Pants

Cost	2800
Sell Price	28
BLADE Wear	
Defense	8
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost I	

Visual Cloaking I	
Secondary CD Reducer I	
Empty Slots	0

Survival Boots

Cost	2800
Sell Price	28
Light Wear	
Defense	8
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Boost I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Footwear

Cost	3300
Sell Price	33
Medium Wear	
Defense	11
Lv.	5
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Boost I	
Max HP Up I	
HP Rebound I	
Empty Slots	0

Survival Brogs

Cost	3000
Sell Price	30
Light Wear	
Defense	3
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Boost I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Survival Soales

Cost	3600
Sell Price	36
Medium Wear	
Defense	4
Lv.	5
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Boost I	
Max TP Up I	
Vantage Attack Plus I	
Empty Slots	0

Combat Pants

Cost	9800
Sell Price	98
BLADE Wear	
Defense	14
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3

AUGMENTS	
EXP Boost II	
Visual Cloaking II	
Secondary CD Reducer II	
Empty Slots	0

Combat Boots

Cost	9800
Sell Price	98
Light Wear	
Defense	14
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Boost II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Footwear

Cost	11700
Sell Price	117
Medium Wear	
Defense	19
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Boost II	
Max HP Up II	
HP Rebound II	
Empty Slots	0

Combat Legwear

Cost	14700
Sell Price	147
Heavy Wear	
Defense	23
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Boost III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Combat Leggings

Cost	11700
Sell Price	117
Skell Wear	
Defense	7
Lv.	15
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Attack Drive III	
Max HP Drive III	
Bind: Refuel III	
Empty Slots	1

Combat Brogs

Cost	10700
Sell Price	107
Light Wear	
Defense	9
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Ranged Attack Boost II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Soales

Cost	12900
Sell Price	129
Medium Wear	
Defense	12
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Boost II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Traves

Cost	16100
Sell Price	161
Heavy Wear	
Defense	15
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Boost II	
Max TP Up II	
Vantage Attack Plus II	
Empty Slots	0

Combat Tythes

Cost	12900
Sell Price	129
Skell Wear	
Defense	6
Lv.	15
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive II	
Max GP Drive II	
Fuel Efficiency Up II	
Empty Slots	0

Combat Ocreis

Cost	11700
Sell Price	117
Light Wear	
Defense	14
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: Gain TP II	
Empty Slots	0

Combat Plantars

Cost	14100
Sell Price	141
Medium Wear	
Defense	19
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: **Gain TP II**	
Empty Slots	0

Combat Crura

Cost	17600
Sell Price	176
Heavy Wear	
Defense	23
Lv.	15
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate II	
Antispike II	
Overdrive: **Gain TP II**	
Empty Slots	0

Combat Trudgers

Cost	9800
Sell Price	98
Light Wear	
Defense	16
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Distancers

Cost	11700
Sell Price	117
Medium Wear	
Defense	22
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Combat Stabilizers

Cost	14700
Sell Price	147
Heavy Wear	
Defense	26
Lv.	15
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up II	
Debuff Suppressor II	
Treasure Sensor II	
Empty Slots	0

Vivid Pants

Cost	22500
Sell Price	225
BLADE Wear	
Defense	20
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3

AUGMENTS	
EXP Boost III	
Visual Cloaking III	
Secondary CD Reducer III	
Empty Slots	0

Vivid Boots

Cost	22500
Sell Price	225
Light Wear	
Defense	20
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Boost III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Footwear

Cost	27000
Sell Price	270
Medium Wear	
Defense	27
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Boost III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Legwear

Cost	33700
Sell Price	337
Heavy Wear	
Defense	32
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Boost III	
Max HP Up III	
HP Rebound III	
Empty Slots	0

Vivid Leggings

Cost	27000
Sell Price	270
Skell Wear	
Defense	10
Lv.	25
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Attack Drive III	
Max HP Drive III	
Bind: Refuel III	
Empty Slots	1

Vivid Brogs

Cost	24700
Sell Price	247
Light Wear	
Defense	15
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Ranged Attack Boost III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Soales

Cost	29700
Sell Price	297
Medium Wear	
Defense	20
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Boost III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Traves

Cost	37100
Sell Price	371
Heavy Wear	
Defense	25
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Boost III	
Max TP Up III	
Vantage Attack Plus III	
Empty Slots	0

Vivid Tythes

Cost	29700
Sell Price	297
Skell Wear	
Defense	9
Lv.	25
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive III	
Max GP Drive III	
Fuel **Efficiency Up III**	
Empty Slots	0

Vivid Ocreis

Cost	27000
Sell Price	270
Light Wear	
Defense	20
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Plantars

Cost	32400
Sell Price	324
Medium Wear	
Defense	27
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Crura

Cost	40500
Sell Price	405
Heavy Wear	
Defense	32
Lv.	25
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate III	
Antispike III	
Overdrive: Gain TP III	
Empty Slots	0

Vivid Trudgers

Cost	22500
Sell Price	225
Light Wear	
Defense	22
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Distancers

Cost	27000
Sell Price	270
Medium Wear	
Defense	29
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Stabilizers

Cost	33700
Sell Price	337
Heavy Wear	
Defense	36
Lv.	25
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up III	
Debuff Suppressor III	
Treasure Sensor III	
Empty Slots	0

Vivid Yiym

Cost	20200
Sell Price	202
Light Wear	
Defense	9
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3

AUGMENTS	
Evasion Up III	
Topple: Decoy III	
Focused Evasion III	
Empty Slots	0

Vivid Nyx

Cost	24300
Sell Price	243
Medium Wear	
Defense	12
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up III	
Topple: Decoy III	
Focused Evasion III	
Empty Slots	0

Vivid Zyum

Cost	30300
Sell Price	303
Heavy Wear	
Defense	15
Lv.	25
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up III	
Topple: Decoy III	
Focused Evasion III	
Empty Slots	0

Warrior’s Sabatons

Cost	27000
Sell Price	270
Light Wear	
Defense	15
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Boost III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Warrior’s Greaves

Cost	32400
Sell Price	324
Medium Wear	
Defense	20
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Boost III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Heavy Warrior’s Greaves

Cost	40500
Sell Price	405
Heavy Wear	
Defense	25
Lv.	25
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Boost III	
Extend Taunt III	
Front Attack Plus III	
Empty Slots	0

Valor Pants

Cost	46200
Sell Price	462
BLADE Wear	
Defense	26
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost IV	
Visual Cloaking IV	
Secondary CD Reducer IV	
Empty Slots	0

Valor Boots

Cost	46200
Sell Price	462
Light Wear	
Defense	26
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Boost IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Footwear

Cost	55400
Sell Price	554
Medium Wear	
Defense	34
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Boost IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Legwear

Cost	69300
Sell Price	693
Heavy Wear	
Defense	42
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Boost IV	
Max HP Up IV	
HP Rebound IV	
Empty Slots	0

Valor Leggings

Cost	55400
Sell Price	554
Skell Wear	
Defense	13
Lv.	35
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5

AUGMENTS	
Melee Attack Drive IV	
Max HP Drive IV	
Bind: Refuel IV	
Empty Slots	1

Valor Brogs

Cost	50800
Sell Price	508
Light Wear	
Defense	21
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Boost IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Soales

Cost	60900
Sell Price	609
Medium Wear	
Defense	28
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Boost IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Traves

Cost	76200
Sell Price	762
Heavy Wear	
Defense	35
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Boost IV	
Max TP Up IV	
Vantage Attack Plus IV	
Empty Slots	0

Valor Tythes

Cost	60900
Sell Price	609
Skell Wear	
Defense	12
Lv.	35
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive IV	
Max GP Drive IV	
Fuel Efficiency Up IV	
Empty Slots	0

Valor Ocreis

Cost	55400
Sell Price	554
Light Wear	
Defense	26
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Plantars

Cost	66500
Sell Price	665
Medium Wear	
Defense	34
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Crura

Cost	83100
Sell Price	831
Heavy Wear	
Defense	42
Lv.	35
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate IV	
Antispike IV	
Overdrive: Gain TP IV	
Empty Slots	0

Valor Trudgers

Cost	4200
Sell Price	462
Light Wear	
Defense	28
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Distancers

Cost	55400
Sell Price	554
Medium Wear	
Defense	37
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Stabilizers

Cost	69300
Sell Price	693
Heavy Wear	
Defense	46
Lv.	35
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Up IV	
Debuff Suppressor IV	
Treasure Sensor IV	
Empty Slots	0

Valor Yiym

Cost	41500
Sell Price	415
Light Wear	
Defense	15
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up IV	
Topple: Decoy IV	
Focused Evasion IV	
Empty Slots	0

Valor Nyx

Cost	49800
Sell Price	498
Medium Wear	
Defense	20
Lv.	35
Maker	Orphean Technologies
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up IV	
Topple: Decoy IV	
Focused Evasion IV	
Empty Slots	0

Vanquisher’s Sabatons

Cost	55400
Sell Price	554
Light Wear	
Defense	21
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Boost IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Vanquisher’s Greaves

Cost	66500
Sell Price	665
Medium Wear	
Defense	28
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Boost IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Heavy Vanquisher’s Greaves

Cost	83100
Sell Price	831
Heavy Wear	
Defense	35
Lv.	35
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1

AUGMENTS	
Potential Boost IV	
Extend Taunt IV	
Front Attack Plus IV	
Empty Slots	0

Prime Diving Bottoms

Cost	84000
Sell Price	840
Casual Wear	
Defense	20
Lv.	40
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	-5
Gravity	5
Upgrades	0/3
AUGMENTS	
Focused Evasion IX	
Empty Slots	0

Prime Swimsuit Bottoms

Cost	100800
Sell Price	1008
Casual Wear	
Defense	20
Lv.	40
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	-5
Beam	0
Ether	0
Thermal	25
Electric	5
Gravity	0
Upgrades	0/3
AUGMENTS	
Focused Evasion IX	
Empty Slots	0

Forza Pants

Cost	98000
Sell Price	980
BLADE Wear	
Defense	32
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost V	
Visual Cloaking V	
Secondary CD Reducer V	
Empty Slots	0

Forza Boots

Cost	98000
Sell Price	980
Light Wear	
Defense	32
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Melee Attack Boost V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Footwear

Cost	117600
Sell Price	1176
Medium Wear	
Defense	42
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Melee Attack Boost V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Legwear

Cost	147000
Sell Price	1470
Heavy Wear	
Defense	52
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Boost V	
Max HP Up V	
HP Rebound V	
Empty Slots	0

Forza Leggings

Cost	117600
Sell Price	1176
Skell Wear	
Defense	16
Lv.	45
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Attack Drive V	
Max HP Drive V	
Bind: Refuel V	
Empty Slots	1

Forza Brogs

Cost	107800
Sell Price	1078
Light Wear	
Defense	27
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Boost V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Soales

Cost	129300
Sell Price	1293
Medium Wear	
Defense	36
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Ranged Attack Boost V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Traves

Cost	161700
Sell Price	1617
Heavy Wear	
Defense	45
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Ranged Attack Boost V	
Max TP Up V	
Vantage Attack Plus V	
Empty Slots	0

Forza Tythes

Cost	129300
Sell Price	1293
Skell Wear	
Defense	15
Lv.	45
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive V	
Max GP Drive V	
Fuel Efficiency Up V	
Empty Slots	0

Forza Ocreis

Cost	117600
Sell Price	1176
Light Wear	
Defense	32
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	

Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Plantars

Cost	141100
Sell Price	1411
Medium Wear	
Defense	42
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Crura

Cost	176400
Sell Price	1764
Heavy Wear	
Defense	52
Lv.	45
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Reinvigorate V	
Antispike V	
Overdrive: Gain TP V	
Empty Slots	0

Forza Trudgers

Cost	98000
Sell Price	980
Light Wear	
Defense	34
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3

AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Distancers

Cost	117600
Sell Price	1176
Medium Wear	
Defense	45
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Stabilizers

Cost	147000
Sell Price	1470
Heavy Wear	
Defense	56
Lv.	45
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up V	
Debuff Suppressor V	
Treasure Sensor V	
Empty Slots	0

Forza Yiym

Cost	88200
Sell Price	882
Light Wear	
Defense	21
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up V	
Topple: Decoy V	
Focused Evasion V	
Empty Slots	0

Forza Nyx

Cost	105800
Sell Price	1058
Medium Wear	
Defense	28
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2
AUGMENTS	
Evasion Up V	
Topple: Decoy V	
Focused Evasion V	
Empty Slots	0

Forza Zyum

Cost	132300
Sell Price	1323
Heavy Wear	
Defense	35
Lv.	45
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1

AUGMENTS	
Evasion Up V	
Topple: Decoy V	
Focused Evasion V	
Empty Slots	0

Overlord’s Sabatons

Cost	117600
Sell Price	1176
Light Wear	
Defense	27
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Boost V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Overlord’s Greaves

Cost	141100
Sell Price	1411
Medium Wear	
Defense	36
Lv.	45
Maker	Six Stars
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Boost V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Heavy Overlord’s Greaves

Cost	176400
Sell Price	1764
Heavy Wear	
Defense	45
Lv.	45
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Boost V	
Extend Taunt V	
Front Attack Plus V	
Empty Slots	0

Reginal Pants

Cost	202000
Sell Price	2020
BLADE Wear	
Defense	38
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	5
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
EXP Boost VI	
Visual Cloaking VI	
Secondary CD Reducer VI	
Empty Slots	0

Reginal Boots

Cost	202000
Sell Price	2020
Light Wear	
Defense	38
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3

AUGMENTS	
Melee Attack Boost VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Footwear

Cost	242400
Sell Price	2424
Medium Wear	
Defense	51
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Melee Attack Boost VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Legwear

Cost	303000
Sell Price	3030
Heavy Wear	
Defense	62
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	

Physical	10
Beam	0
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Melee Attack Boost VI	
Max HP Up VI	
HP Rebound VI	
Empty Slots	0

Reginal Leggings

Cost	242400
Sell Price	2424
Skell Wear	
Defense	19
Lv.	55
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	0
Beam	-5
Ether	-5
Thermal	-5
Electric	-5
Gravity	15
Upgrades	0/5
AUGMENTS	
Melee Attack Drive VI	
Max HP Drive VI	
Bind: Refuel VI	
Empty Slots	1

Reginal Brogs

Cost	222200
Sell Price	2222
Light Wear	
Defense	33
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Ranged Attack Boost VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Soales

Cost	266600
Sell Price	2666
Medium Wear	
Defense	44
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2

AUGMENTS	
Ranged Attack Boost VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Traves

Cost	333300
Sell Price	3333
Heavy Wear	
Defense	55
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	0
Beam	20
Ether	0
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1
AUGMENTS	
Ranged Attack Boost VI	
Max TP Up VI	
Vantage Attack Plus VI	
Empty Slots	0

Reginal Tythes

Cost	266600
Sell Price	2666
Skell Wear	
Defense	18
Lv.	55
Maker	Grenada Galactic Group
ATTRIBUTES	

Physical	-5
Beam	5
Ether	-5
Thermal	-5
Electric	-5
Gravity	20
Upgrades	0/5
AUGMENTS	
Ranged Attack Drive VI	
Max GP Drive VI	
Fuel **Efficiency Up VI**	
Empty Slots	0

Reginal Ocreis

Cost	242400
Sell Price	2424
Light Wear	
Defense	38
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-10
Upgrades	0/3
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive**: Gain TP VI**	
Empty Slots	0

Reginal Plantars

Cost	290800
Sell Price	2908
Medium Wear	
Defense	51
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-15
Upgrades	0/2
AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Crura

Cost	363600
Sell Price	3636
Heavy Wear	
Defense	62
Lv.	55
Maker	Meredith & Co.
ATTRIBUTES	
Physical	-5
Beam	10
Ether	10
Thermal	0
Electric	0
Gravity	-20
Upgrades	0/1

AUGMENTS	
Reinvigorate VI	
Antispike VI	
Overdrive: Gain TP VI	
Empty Slots	0

Reginal Trudgers

Cost	202000
Sell Price	2020
Light Wear	
Defense	40
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Distancers

Cost	242400
Sell Price	2424
Medium Wear	
Defense	53
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	

Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Stabilizers

Cost	303000
Sell Price	3030
Heavy Wear	
Defense	66
Lv.	55
Maker	Candid & Credible
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	20
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Up VI	
Debuff Suppressor VI	
Treasure Sensor VI	
Empty Slots	0

Reginal Yiym

Cost	181800
Sell Price	1818
Light Wear	
Defense	27
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	20
Upgrades	0/3
AUGMENTS	
Evasion Up VI	
Topple: Decoy VI	
Focused Evasion VI	
Empty Slots	0

Reginal Nyx

Cost	218100
Sell Price	2181
Medium Wear	
Defense	36
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	15
Upgrades	0/2

AUGMENTS	
Evasion Up VI	
Topple: Decoy VI	
Focused Evasion VI	
Empty Slots	0

Reginal Zyum

Cost	272700
Sell Price	2727
Heavy Wear	
Defense	45
Lv.	55
Maker	Orphean Technologies
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	0
Electric	0
Gravity	10
Upgrades	0/1
AUGMENTS	
Evasion Up VI	
Topple: Decoy VI	
Focused Evasion VI	
Empty Slots	0

Mother God’s Sabatons

Cost	242400
Sell Price	2424
Light Wear	
Defense	33
Lv.	55
Maker	Six Stars
ATTRIBUTES	

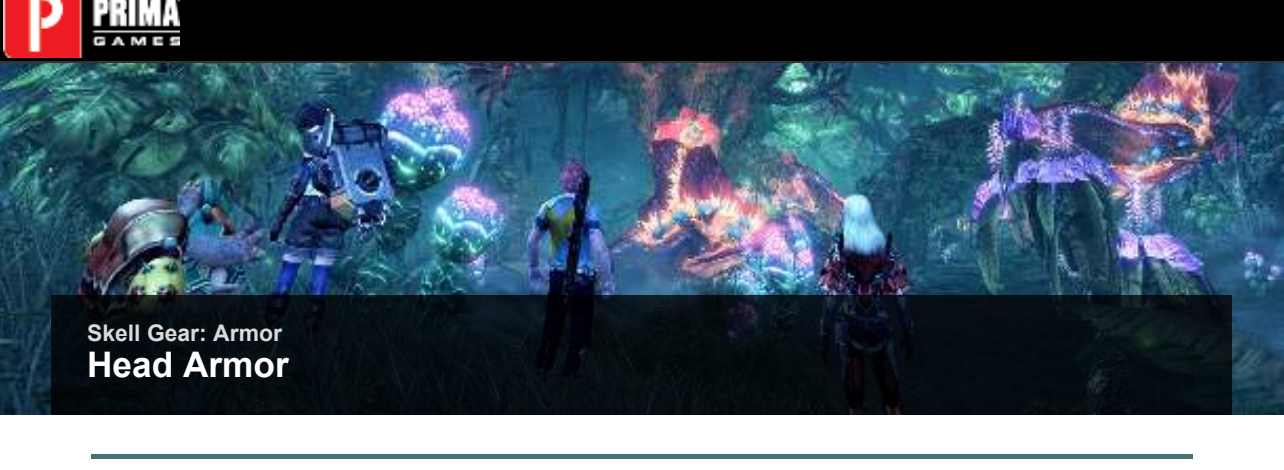
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-5
Upgrades	0/3
AUGMENTS	
Potential Boost VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Mother God’s Greaves

Cost	290800
Sell Price	2908
Medium Wear	
Defense	44
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-10
Upgrades	0/2
AUGMENTS	
Potential Boost VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0

Heavy Mother God’s Greaves

Cost	363600
Sell Price	3636
Heavy Wear	
Defense	55
Lv.	55
Maker	Six Stars
ATTRIBUTES	
Physical	0
Beam	-5
Ether	0
Thermal	20
Electric	0
Gravity	-15
Upgrades	0/1
AUGMENTS	
Potential Boost VI	
Extend Taunt VI	
Front Attack Plus VI	
Empty Slots	0



SK20SA L-HEAD-SPD

Cost	6800
Sell Price	68
Light Armor	
Defense	20
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	2970
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ACC III	
SpecUp.R-ACC III	
Empty Slots	0

SK20SA L-HEAD-SPD

Cost	6800
Sell Price	68
Light Armor	
Defense	20
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	2970
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ACC III	
SpecUp.R-ACC III	
Empty Slots	0

SK20SA L-HEAD-ATK

Cost	7600
Sell Price	76
Light Armor	
Defense	22
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	2970
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ATK III	
SpecUp.FUEL-MAX I	
Empty Slots	0

SKM-M150ME Falchion

Cost	102400
Sell Price	1024
Force	3120
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Ether
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.DEBUFF-DOWN VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + Inflicts Debuff Res Down
Effect Range	Target: Single Enemy
Hits	1

SKM-M250ME Claymore

Cost	102400
Sell Price	1024
Force	900
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Ether
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
PositionDmg.BACK VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals ether damage + VS. INSECTOIDS: boosts damage
Effect Range	Target: Single Enemy
Hits	5

SK20GG L-HEAD-DEF

Cost	9200
Sell Price	92
Light Armor	
Defense	18
Lv.	20
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	2430
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.HP-MAX III	
Empty Slots	1

SK30SA L-HEAD-SPD

Cost	13700
Sell Price	137
Light Armor	
Defense	24
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	4320
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ACC V	
SpecUp.R-ACC V	
Empty Slots	0

SK30SA L-HEAD-ATK

Cost	15300
Sell Price	153
Light Armor	
Defense	29
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	4320
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ATK V	
SpecUp.Fuel-MAX I	
Empty Slots	0

SKM-R350SA Cracker-BM

Cost	102400
Sell Price	1024
Force	2400
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	1
Stability	+/-30
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.THERM VI	
Crush.GP VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + Inflicts Blaze
Effect Range	Target: Enemy Vicinity
Hits	1

SKM-R350GG Cracker-FL

Cost	102400
Sell Price	1024
Force	720
Lv.	50
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	Electric
Ammo	1
Stability	+/-30
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.BLACKOUT VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals electric damage + Inflicts Taunt
Effect Range	Target: Enemy Vicinity
Hits	1

SK30GG L-HEAD-DEF

Cost	18400
Sell Price	184
Light Armor	
Defense	22
Lv.	30
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	3420
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.HP-MAX V	
Empty Slots	1

SK30SA M-HEAD-MEL

Cost	23000
Sell Price	230
Medium Armor	
Defense	42
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	2
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	10890
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC V	
SpecUp.M-ATK V	
Dmg.BEAM V	
Empty Slots	0

SK30SA M-HEAD-RNG

Cost	20700
Sell Price	207
Medium Armor	
Defense	36
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	10890
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC V	
Jamming V	
Empty Slots	1

SK30SA H-HEAD-ATK2

Cost	31000
Sell Price	310
Heavy Armor	
Defense	48
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	6480
Upgrades	0/1
AUGMENTS	
Dmg.BEAM V	
Dmg.ELEC V	
Vehicle.FRAME-DEF V	
Empty Slots	0

SK30SA H-HEAD-ATK3

Cost	34500
Sell Price	345
Heavy Armor	
Defense	52
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	6480
Upgrades	0/1
AUGMENTS	
Dmg.THERM V	
Dmg.PHYS V	
SpecUp.APP-HP V	
Empty Slots	0

SK30ME H-HEAD-ETH

Cost	41400
Sell Price	414
Heavy Armor	
Defense	46
Lv.	30
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	9720
Upgrades	0/1
AUGMENTS	
Dmg.ETHER V	
SpecUp.PTL V	
Vehicle.DEBUFF-RES V	
Empty Slots	0

SK50SA L-HEAD-SPD

Cost	55200
Sell Price	552
Light Armor	
Defense	38
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	7020
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ACC IX	
SpecUp.R-ACC IX	
Empty Slots	0

SK50SA L-HEAD-ATK

Cost	61400
Sell Price	614
Light Armor	
Defense	42
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	7020
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ATK IX	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK50GG L-HEAD-DEF

Cost	73700
Sell Price	737
Light Armor	
Defense	33
Lv.	50
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	5580
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.HP-MAX IX	
Empty Slots	1

SK50SA M-HEAD-MEL

Cost	92100
Sell Price	921
Medium Armor	
Defense	63
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	3
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	17550
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC IX	
SpecUp.M-ATK IX	
Dmg.BEAM IX	
Empty Slots	0

SK50SA M-HEAD-RNG

Cost	82800
Sell Price	828
Medium Armor	
Defense	54
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	17550
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC IX	
Jamming IX	
Empty Slots	1

SK50SA H-HEAD-ATK2

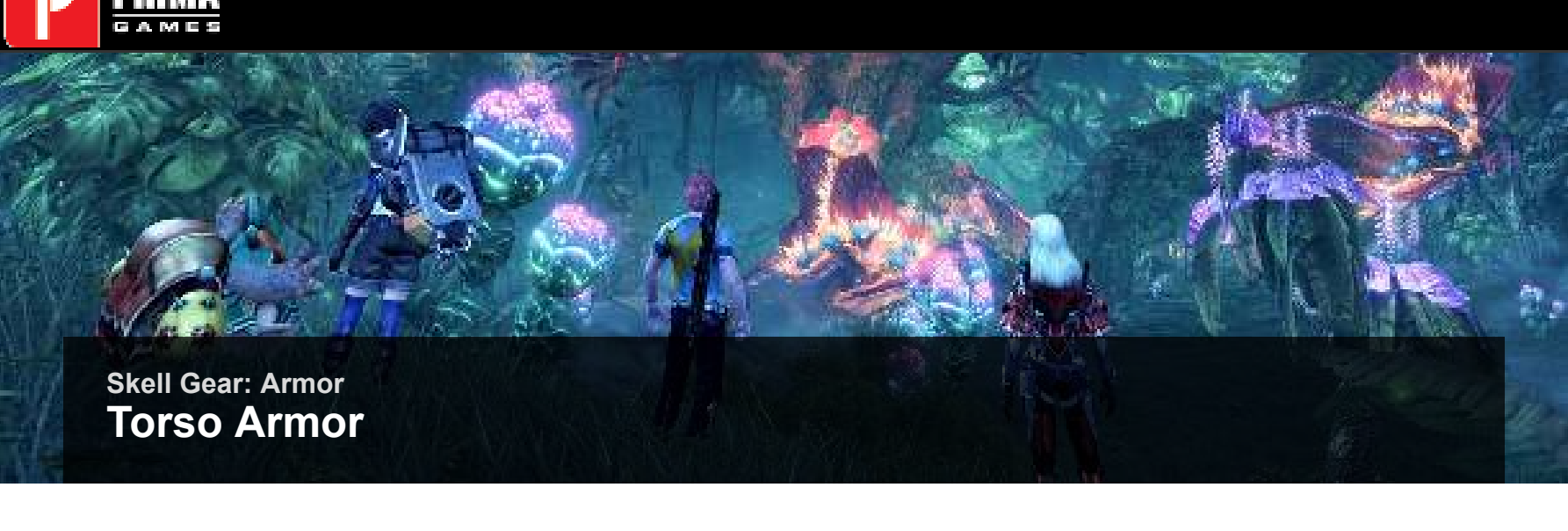
Cost	124300
Sell Price	1243
Heavy Armor	
Defense	72
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	10530
Upgrades	0/1
AUGMENTS	
Dmg.BEAM IX	
Dmg.ELEC IX	
Vehicle.FRAME-DEF IX	
Empty Slots	0

SK50SA H-HEAD-ATK3

Cost	138200
Sell Price	1382
Heavy Armor	
Defense	75
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	10530
Upgrades	0/1
AUGMENTS	
Dmg.THERM IX	
Dmg.PHYS IX	
SpecUp.APP-HP IX	
Empty Slots	0

SK50ME H-HEAD-ETH

Cost	165800
Sell Price	1658
Heavy Armor	
Defense	68
Lv.	50
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	15795
Upgrades	0/1
AUGMENTS	
Dmg.ETHER IX	
SpecUp.PTL IX	
Vehicle.DEBUFF-RES IX	
Empty Slots	0



Skell Gear: Armor

Torso Armor

SK20SA L-BODY-SPD

Cost	17200
Sell Price	172
Light Armor	
Defense	60
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	7290
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ACC III	
SpecUp.R-ACC III	
Empty Slots	0

SK20SA L-BODY-ATK

Cost	19200
Sell Price	192
Light Armor	
Defense	67
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	7290
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ATK III	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK20GG L-BODY-DEF

Cost	23000
Sell Price	230
Light Armor	
Defense	54
Lv.	20
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	6030
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.HP-MAX III	
Empty Slots	1

SK30SA L-BODY-SPD

Cost	34500
Sell Price	345
Light Armor	
Defense	78
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	10440
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ACC V	
SpecUp.R-ACC V	
Empty Slots	0

SK30SA L-BODY-ATK

Cost	38400
Sell Price	384
Light Armor	
Defense	87
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	10440
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ATK V	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK30GG L-BODY-DEF

Cost	46000
Sell Price	460
Light Armor	
Defense	69
Lv.	30
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	8730
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.HP-MAX V	
Empty Slots	1

SK30SA M-BODY-MEL

Cost	57600
Sell Price	576
Medium Armor	
Defense	130
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	2
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	26190
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC V	
SpecUp.M-ATK V	
Dmg.BEAM V	
Empty Slots	0

SK30SA M-BODY-RNG

Cost	51800
Sell Price	518
Medium Armor	
Defense	112
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	26190
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC V	
Jamming V	
Empty Slots	1

SK30SA H-BODY-ATK2

Cost	77700
Sell Price	777
Heavy Armor	
Defense	148
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	15660
Upgrades	0/1
AUGMENTS	
Dmg.BEAM V	
Dmg.ELEC V	
Vehicle.FRAME-DEF V	
Empty Slots	0

SK30SA H-BODY-ATK3

Cost	86400
Sell Price	864
Heavy Armor	
Defense	156
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	15660
Upgrades	0/1
AUGMENTS	
Dmg.THERM V	
Dmg.PHYS V	
SpecUp.APP-HP V	
Empty Slots	0

SK30ME H-BODY-ETH

Cost	103600
Sell Price	1036
Heavy Armor	
Defense	140
Lv.	30
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	23490
Upgrades	0/1
AUGMENTS	
Dmg.ETHER V	
SpecUp.PTL V	
Vehicle.DEBUFF-RES V	
Empty Slots	0

SK50SA L-BODY-SPD

Cost	138200
Sell Price	1382
Light Armor	
Defense	114
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	16830
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ACC IX	
SpecUp.R-ACC IX	
Empty Slots	0

SK50SA L-BODY-ATK

Cost	153600
Sell Price	1536
Light Armor	
Defense	128
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	16830
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ATK IX	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK50GG L-BODY-DEF

Cost	184300
Sell Price	1843
Light Armor	
Defense	101
Lv.	50
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	14040
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.HP-MAX IX	
Empty Slots	1

SK50SA M-BODY-MEL

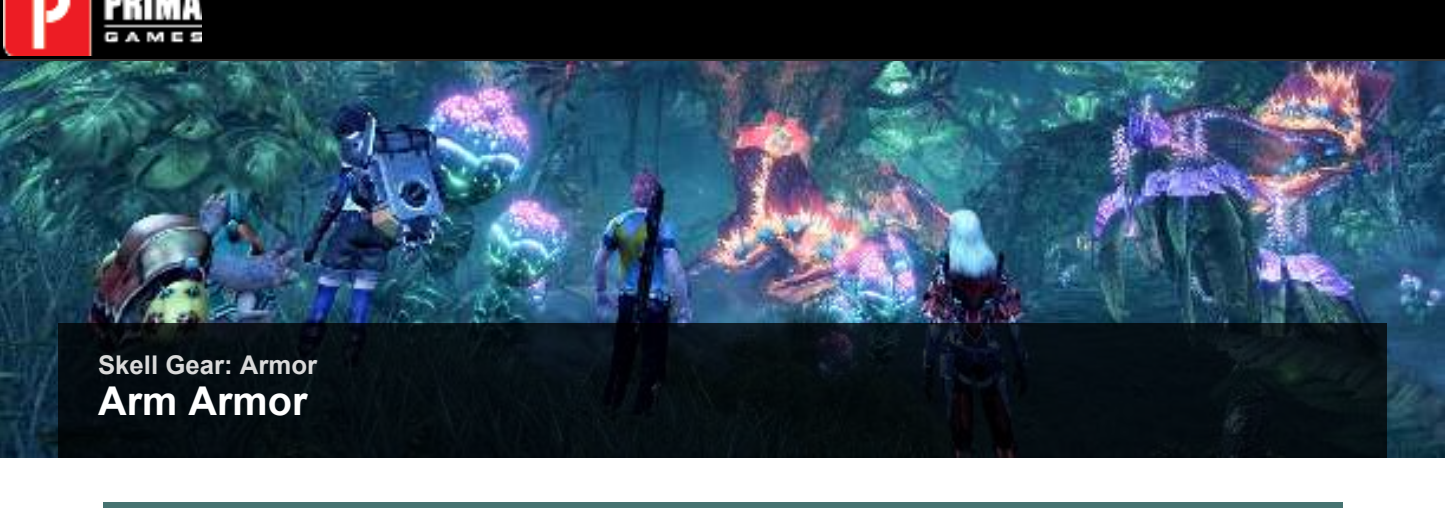
Cost	230400
Sell Price	2304
Medium Armor	
Defense	191
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	2
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	42120
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC IX	
SpecUp.M-ATK IX	
Dmg.BEAM IX	
Empty Slots	0

SK50ME H-BODY-ETH

Cost	414700
Sell Price	4147
Heavy Armor	
Defense	204
Lv.	50
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	37800
Upgrades	0/1
AUGMENTS	
Dmg.ETHER IX	
SpecUp.PTL IX	
Vehicle.DEBUFF-RES IX	
Empty Slots	0

SK50SA M-BODY-RNG

Cost	207300
Sell Price	2073
Medium Armor	
Defense	166
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	42120
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC IX	
Jamming IX	
Empty Slots	1



Skell Gear: Armor

Arm Armor

SK20SA L-LARM-SPD/SK20SA L-RARM-SPD

Cost	5100
Sell Price	51
Light Armor	
Defense	20
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	3600
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ACC III	
SpecUp.R-ACC III	
Empty Slots	0

SK20SA L-LARM-ATK/SK20SA L-RARM-ATK

Cost	5700
Sell Price	57
Light Armor	
Defense	22
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	3600
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ATK III	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK50SA H-BODY-ATK2

Cost	311000
Sell Price	3110
Heavy Armor	
Defense	219
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	25200
Upgrades	0/1
AUGMENTS	
Dmg.BEAM IX	
Dmg.ELEC IX	
Vehicle.FRAME-DEF IX	
Empty Slots	0

SK50SA H-BODY-ATK3

Cost	345600
Sell Price	3456
Heavy Armor	
Defense	230
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	25200
Upgrades	0/1
AUGMENTS	
Dmg.THERM IX	
Dmg.PHYS IX	
SpecUp.APP-HP IX	
Empty Slots	0

SK20GG L-LARM-DEF/SK20GG L-RARM-DEF

Cost	6900
Sell Price	69
Light Armor	
Defense	18
Lv.	20
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	4860
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.HP-MAX III	
Empty Slots	1

SK30SA L-LARM-SPD/SK30SA L-RARM-SPD

Cost	10300
Sell Price	103
Light Armor	
Defense	24
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	5220
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ACC V	
SpecUp.R-ACC V	
Empty Slots	0

SK30SA L-LARM-ATK/SK30SA L-RARM-ATK

Cost	11500
Sell Price	115
Light Armor	
Defense	29
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	5220
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ATK V	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK30GG L-LARM-DEF/SK30GG L-RARM-DEF

Cost	13800
Sell Price	138
Light Armor	
Defense	22
Lv.	30
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	6930
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.HP-MAX V	
Empty Slots	1

SK30SA M-LARM-MEL/SK30SA M-RARM-MEL

Cost	17200
Sell Price	172
Medium Armor	
Defense	42
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	2
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	26100
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC V	
SpecUp.M-ATK V	
Dmg.BEAM V	
Empty Slots	0

SK30SA M-LARM-RNG/SK30SA M-RARM-RNG

Cost	15400
Sell Price	154
Medium Armor	
Defense	36
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	26100
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC V	
Jamming V	
Empty Slots	1

SK30SA H-LARM-ATK2/SK30SA H-RARM-ATK2

Cost	23300
Sell Price	233
Heavy Armor	
Defense	48
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	7830
Upgrades	0/1
AUGMENTS	
Dmg.BEAM V	
Dmg.ELEC V	
Vehicle.FRAME-DEF V	
Empty Slots	0

SK30SA H-LARM-ATK3/SK30SA H-RARM-ATK3

Cost	25900
Sell Price	259
Heavy Armor	
Defense	52
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	7830
Upgrades	0/1
AUGMENTS	
Dmg.THERM V	
Dmg.PHYS V	
SpecUp.APP-HP V	
Empty Slots	0

SK30ME H-LARM-ETH/SK30ME H-RARM-ETH

Cost	31100
Sell Price	311
Heavy Armor	
Defense	46
Lv.	30
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	11745
Upgrades	0/1
AUGMENTS	
Dmg.ETHER V	
SpecUp.PTL V	
Vehicle.DEBUFF-RES V	
Empty Slots	0

SK50SA L-LARM-SPD/SK50SA L-RARM-SPD

Cost	41400
Sell Price	414
Light Armor	
Defense	38
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	8370
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ACC IX	
SpecUp.R-ACC IX	
Empty Slots	0

SK50SA L-LARM-ATK/SK50SA L-RARM-ATK

Cost	46000
Sell Price	460
Light Armor	
Defense	42
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	8370
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.M-ATK IX	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK50GG L-LARM-DEF/SK50GG L-RARM-DEF

Cost	55200
Sell Price	552
Light Armor	
Defense	33
Lv.	50
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	11160
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IX	
SpecUp.HP-MAX IX	
Empty Slots	1

SK50SA M-LARM-MEL/SK50SA M-RARM-MEL

Cost	69100
Sell Price	691
Medium Armor	
Defense	63
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	2
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	42120
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC IX	
SpecUp.M-ATK IX	
Dmg.BEAM IX	
Empty Slots	0

SK50SA M-LARM-RNG/SK50SA M-RARM-RNG

Cost	62100
Sell Price	621
Medium Armor	
Defense	54
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	42120
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC IX	
Jamming IX	
Empty Slots	1

SK50SA H-LARM-ATK2/SK50SA H-RARM-ATK2

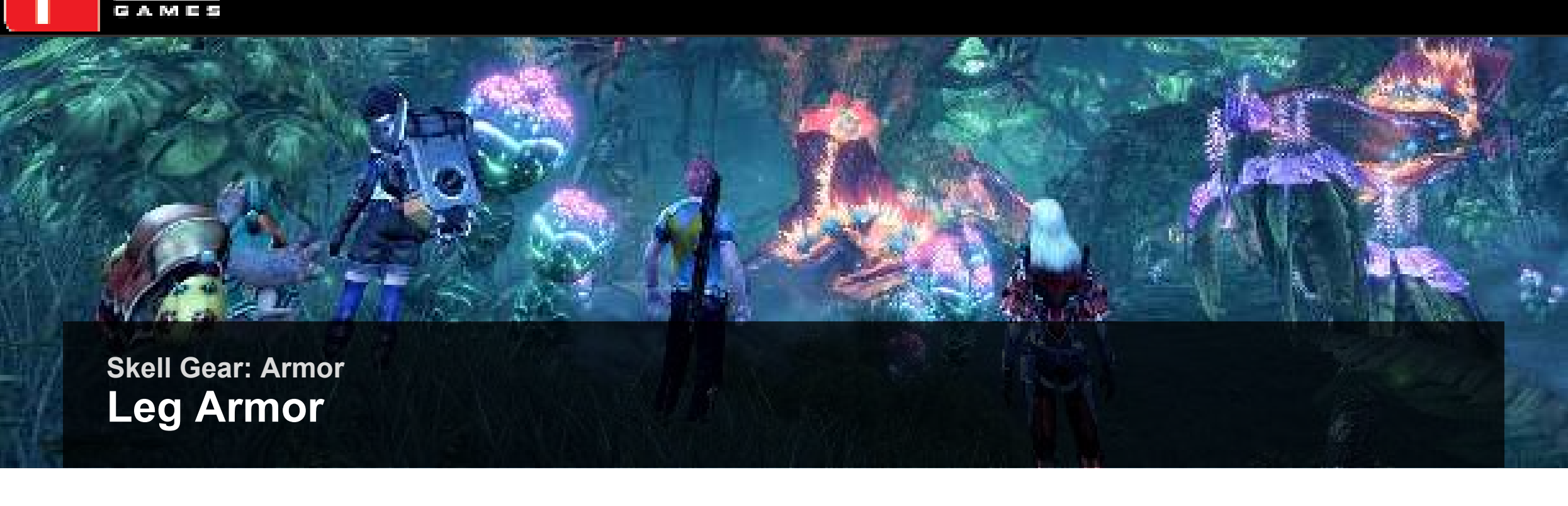
Cost	93200
Sell Price	932
Heavy Armor	
Defense	72
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	12600
Upgrades	0/1
AUGMENTS	
Dmg.BEAM IX	
Dmg.ELEC IX	
Vehicle.FRAME-DEF IX	
Empty Slots	0

SK50SA H-LARM-ATK3/SK50SA H-RARM-ATK3

Cost	103600
Sell Price	1036
Heavy Armor	
Defense	75
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	12600
Upgrades	0/1
AUGMENTS	
Dmg.THERM IX	
Dmg.PHYS IX	
SpecUp.APP-HP IX	
Empty Slots	0

SK50ME H-LARM-ETH/SK50ME H-RARM-ETH

Cost	124400
Sell Price	1244
Heavy Armor	
Defense	68
Lv.	50
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	18900
Upgrades	0/1
AUGMENTS	
Dmg.ETHER IX	
SpecUp.PTL IX	
Vehicle.DEBUFF-RES IX	
Empty Slots	0



Skell Gear: Armor

Leg Armor

SK20SA L-LEGS-SPD

Cost	10300
Sell Price	103
Light Armor	
Defense	40
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	4860
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ACC III	
SpecUp.R-ACC III	
Empty Slots	0

SK20SA L-LEGS-ATK

Cost	11500
Sell Price	115
Light Armor	
Defense	45
Lv.	20
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	4860
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.M-ATK III	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK20GG L-LEGS-DEF

Cost	13800
Sell Price	138
Light Armor	
Defense	36
Lv.	20
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	4230
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.HP-MAX III	
Empty Slots	1

SK30SA L-LEGS-SPD

Cost	20700
Sell Price	207
Light Armor	
Defense	51
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	8
Ether	6
Thermal	4
Electric	4
Gravity	-6
Appendage HP	6930
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ACC V	
SpecUp.R-ACC V	
Empty Slots	0

SK30SA L-LEGS-ATK

Cost	23000
Sell Price	230
Light Armor	
Defense	58
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	4
Beam	6
Ether	6
Thermal	6
Electric	6
Gravity	-8
Appendage HP	6930
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.M-ATK V	
SpecUp.FUEL-MAX I	
Empty Slots	0

SK30GG L-LEGS-DEF

Cost	27600
Sell Price	276
Light Armor	
Defense	45
Lv.	30
Maker	Grenada Galactic Group
ATTRIBUTES	
Physical	4
Beam	10
Ether	6
Thermal	2
Electric	10
Gravity	-6
Appendage HP	6120
Upgrades	0/3
AUGMENTS	
SpecUp.EVA V	
SpecUp.HP-MAX V	
Empty Slots	1

SK30SA M-LEGS-MEL

Cost	34500
Sell Price	345
Medium Armor	
Defense	87
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	2
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	17460
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC V	
SpecUp.M-ATK V	
Dmg.BEAM V	
Empty Slots	0

SK30SA M-LEGS-RNG

Cost	31000
Sell Price	310
Medium Armor	
Defense	74
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	4
Ether	4
Thermal	6
Electric	6
Gravity	-10
Appendage HP	17460
Upgrades	0/2
AUGMENTS	
SpecUp.R-ACC V	
Jamming V	
Empty Slots	1

SK30SA H-LEGS-ATK2

Cost	46600
Sell Price	466
Heavy Armor	
Defense	98
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	12
Electric	2
Gravity	-16
Appendage HP	10440
Upgrades	0/1
AUGMENTS	
Dmg.BEAM V	
Dmg.ELEC V	
Vehicle.FRAME-DEF V	
Empty Slots	0

SK30SA H-LEGS-ATK3

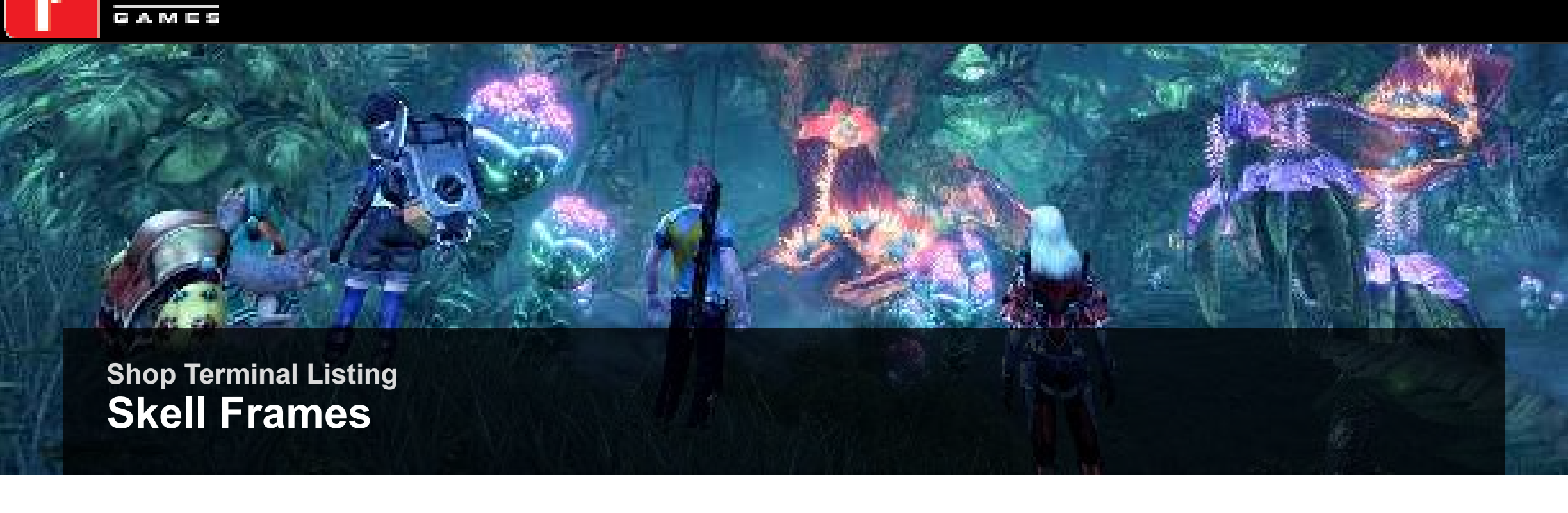
Cost	51800
Sell Price	518
Heavy Armor	
Defense	104
Lv.	30
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	8
Beam	2
Ether	2
Thermal	10
Electric	2
Gravity	-18
Appendage HP	10440
Upgrades	0/1
AUGMENTS	
Dmg.THERM V	
Dmg.PHYS V	
SpecUp.APP-HP V	
Empty Slots	0

SK50ME H-LEGS-ETH

Cost	248800
Sell Price	2488
Heavy Armor	
Defense	136
Lv.	50
Maker	Meredith & Co.
ATTRIBUTES	
Physical	8
Beam	6
Ether	12
Thermal	2
Electric	8
Gravity	-16
Appendage HP	25245
Upgrades	0/1
AUGMENTS	
Dmg.ETHER IX	
SpecUp.PTL IX	
Vehicle.DEBUFF-RES IX	
Empty Slots	0

SK50SA M-LEGS-MEL

Cost	138200
Sell Price	1382
Medium Armor	
Defense	128
Lv.	50
Maker	Sakuraba Industries
ATTRIBUTES	
Physical	6
Beam	2
Ether	4
Thermal	8
Electric	2
Gravity	-12
Appendage HP	28080
Upgrades	0/2
AUGMENTS	
SpecUp.M-ACC IX	
SpecUp.M-ATK IX	
Dmg.BEAM IX	
Empty Slots	0



Shop Terminal Listing

Skell Frames

AS0130 Formula ST

Type	Light
Cost	217000
Empty Slots	3
SIDEARMS	
L. Sidearm	SHM-M130SA Rod
R. Sidearm	SHM-R330SA Assault
ART WEAPONS	
L. Back Weapon	SRM-R130SA Railgun
R. Back Weapon	SRM-R130SA Railgun
L. Shoulder Weapon	SSM-R130ME N-Cannon
R. Shoulder Weapon	SSM-R130SA M-Missile
ARMOR	
Head	SK30SA L-HEAD-SPD
Torso	SK305A L-BODY-SPD
Left Arm	SK30SA L-LARM-SPD
Right Arm	SK30SA L-RARM-SPD
Legs	SK30SA L-LEGS-SPD

XS0730 Amdusias ST

Type	Heavy
Cost	548000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-M430SA Pile-Bunker
R. Sidearm	SHM-R830SA L-Cannon
ART WEAPONS	
L. Back Weapon	SRM-R230GG Lasergun
R. Back Weapon	SRM-R130GG P-Cannon
L. Shoulder Weapon	SSM-M130ME Heathorn
R. Shoulder Weapon	SSM-MX230SA E-Scythe
ARMOR	
Head	SK30SA H-HEAD-ATK3
Torso	SK30SA H-BODY-ATK3
Left Arm	SK30SA H-LARM-ATK3
Right Arm	SK30SA H-RARM-ATK3
Legs	SK30SA H-LEGS-ATK3

US0230 Urban ST

Type	Light
Cost	240000
Empty Slots	3
SIDEARMS	
L. Sidearm	SHM-M130GG P-Knife
R. Sidearm	SHM-R330SA Assault
ART WEAPONS	
L. Back Weapon	–
R. Back Weapon	SRM-M130GG Javelin
L. Shoulder Weapon	SSM-R130SA M-Missile
R. Shoulder Weapon	SSM-R330SA SHD-Gatling
ARMOR	
Head	SK30GG L-HEAD-DEF
Torso	SK30GG L-BODY-DEF
Left Arm	SK30GG L-LARM-DEF
Right Arm	SK30GG L-RARM-DEF
Legs	SK30GG L-LEGS-DEF

AS0330 Verus ST

Type	Light
Cost	268000
Empty Slots	3
SIDEARMS	
L. Sidearm	SHM-M230GG B-Claw
R. Sidearm	SHM-R130SA Machine Gun
ART WEAPONS	
L. Back Weapon	SRM-R230GG Lasergun
R. Back Weapon	SRM-R430SA Grenade
L. Shoulder Weapon	SSM-R430SA SHD-Ray
R. Shoulder Weapon	SSM-MX130SA G-Buster
ARMOR	
Head	SK30SA L-HEAD-ATK
Torso	SK30SA L-BODY-ATK
Left Arm	SK30SA L-LARM-ATK
Right Arm	SK30SA L-RARM-ATK
Legs	SK30SA L-LEGS-ATK

AS0430 Lailah ST

Type	Medium
Cost	313000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-R1030SA Wiregun
R. Sidearm	SHM-R430SA B-Rifle
ART WEAPONS	
L. Back Weapon	SRM-R230ME S-Missile
R. Back Weapon	SRM-R130SA Railgun
L. Shoulder Weapon	SSM-R130ME N-Cannon
R. Shoulder Weapon	SSM-RX330SA F-Rifle
ARMOR	
Head	SK30SA M-HEAD-RNG
Torso	SK30SA M-BODY-RNG
Left Arm	SK30SA M-LARM-RNG
Right Arm	SK30SA M-RARM-RNG
Legs	SK30SA M-LEGS-RNG

AS0530 Inferno ST

Type	Medium
Cost	345000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-M230SA Sword
R. Sidearm	SHM-R630SA Shotgun
ART WEAPONS	
L. Back Weapon	–
R. Back Weapon	SRM-M130SA Buster
L. Shoulder Weapon	SSM-M130ME Heathorn
R. Shoulder Weapon	SSM-RX430SA B-Gatling
ARMOR	
Head	SK30SA M-HEAD-MEL
Torso	SK30SA M-BODY-MEL
Left Arm	SK30SA M-LARM-MEL
Right Arm	SK30SA M-RARM-MEL
Legs	SK30SA M-LEGS-MEL

XS0630 Mastema ST

Type	Heavy
Cost	440000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-M130GG P-Knife
R. Sidearm	SHM-R730SA Sniper
ART WEAPONS	
L. Back Weapon	–
R. Back Weapon	SRM-R530SA Hyper-Rail
L. Shoulder Weapon	SSM-R130ME N-Cannon
R. Shoulder Weapon	SSM-RX530SA M-Sniper
ARMOR	
Head	SK30SA H-HEAD-ATK2
Torso	SK30SA H-BODY-ATK2
Left Arm	SK30SA H-LARM-ATK2
Right Arm	SK30SA H-RARM-ATK2
Legs	SK30SA H-LEGS-ATK2

AS0150 Formula ST

Type	Light
Cost	1740000
Empty Slots	3
SIDEARMS	
L. Sidearm	SHM-M150SA Rod
R. Sidearm	SHM-R150SA Machine Gun
ART WEAPONS	
L. Back Weapon	SRM-R150SA Railgun
R. Back Weapon	SRM-R150SA Railgun
L. Shoulder Weapon	SSM-R150ME N-Cannon
R. Shoulder Weapon	SSM-R150SA M-Missile
ARMOR	
Head	SK50SA L-HEAD-SPD
Torso	SK50SA L-BODY-SPD
Left Arm	SK50SA L-LARM-SPD
Right Arm	SK50SA L-RARM-SPD
Legs	SK50SA L-LEGS-SPD

US0250 Urban ST

Type	Light
Cost	1920000
Empty Slots	3
SIDEARMS	
L. Sidearm	SHM-M150SA Rod
R. Sidearm	SHM-R150SA Machine Gun
ART WEAPONS	
L. Back Weapon	–
R. Back Weapon	SRM-M150GG Javelin
L. Shoulder Weapon	SSM-R150SA M-Missile
R. Shoulder Weapon	SSM-R350SA SHD-Gatling
ARMOR	
Head	SK50GG L-HEAD-DEF
Torso	SK50GG L-BODY-DEF
Left Arm	SK50GG L-LARM-DEF
Right Arm	SK50GG L-RARM-DEF
Legs	SK50GG L-LEGS-DEF

AS0350 Verus ST

Type	Light
Cost	2150000
Empty Slots	3
SIDEARMS	
L. Sidearm	SHM-M150SA Rod
R. Sidearm	SHM-R150SA Machine Gun
ART WEAPONS	
L. Back Weapon	SRM-R250GG Lasergun
R. Back Weapon	SRM-R450SA Grenade
L. Shoulder Weapon	SSM-R450SA SHD-Ray
R. Shoulder Weapon	SSM-MX150SA G-Buster
ARMOR	
Head	SK50SA L-HEAD-ATK
Torso	SK50SA L-BODY-ATK
Left Arm	SK50SA L-LARM-ATK
Right Arm	SK50SA L-RARM-ATK
Legs	SK50SA L-LEGS-ATK

AS0450 Lailah ST

Type	Medium
Cost	2508000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-M150SA Rod
R. Sidearm	SHM-R150SA Machine Gun
ART WEAPONS	
L. Back Weapon	SRM-R250ME S-Missile
R. Back Weapon	SRM-R150SA Railgun
L. Shoulder Weapon	SSM-R150ME N-Cannon
R. Shoulder Weapon	SSM-RX350SA F-Rifle
ARMOR	
Head	SK50SA M-HEAD-RNG
Torso	SK50SA M-BODY-RNG
Left Arm	SK50SA M-LARM-RNG
Right Arm	SK50SA M-RARM-RNG
Legs	SK50SA M-LEGS-RNG

AS0550 Inferno ST

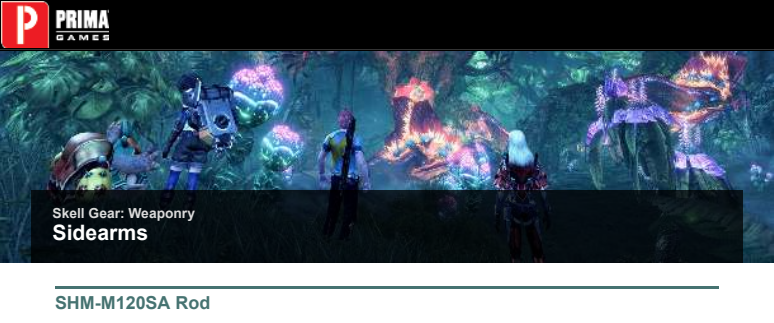
Type	Medium
Cost	2764000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-M150SA Rod
R. Sidearm	SHM-M150SA Buster
ART WEAPONS	
L. Back Weapon	–
R. Back Weapon	SRM-M150SA Buster
L. Shoulder Weapon	SSM-M150ME Heathorn
R. Shoulder Weapon	SSM-RX450SA B-Gatling
ARMOR	
Head	SK50SA M-HEAD-MEL
Torso	SK50SA M-BODY-MEL
Left Arm	SK50SA M-LARM-MEL
Right Arm	SK50SA M-RARM-MEL
Legs	SK50SA M-LEGS-MEL

XS0650 Mastema ST

Type	Heavy
Cost	3520000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-M150SA Rod
R. Sidearm	SHM-R150SA Machine Gun
ART WEAPONS	
L. Back Weapon	–
R. Back Weapon	SRM-R550SA Hyper-Rail
L. Shoulder Weapon	SSM-R150ME N-Cannon
R. Shoulder Weapon	SSM-RX550SA M-Sniper
ARMOR	
Head	SK50SA H-HEAD-ATK2
Torso	SK50SA H-BODY-ATK2
Left Arm	SK50SA H-LARM-ATK2
Right Arm	SK50SA H-RARM-ATK2
Legs	SK50SA H-LEGS-ATK2

XS0750 Amdusias ST

Type	Heavy
Cost	4390000
Empty Slots	2
SIDEARMS	
L. Sidearm	SHM-M150SA Rod
R. Sidearm	SHM-R150SA Machine Gun
ART WEAPONS	
L. Back Weapon	SRM-R250GG Lasergun
R. Back Weapon	SRM-R150GG P-Cannon
L. Shoulder Weapon	SSM-M150ME Heathorn
R. Shoulder Weapon	SSM-MX250SA E-Scythe
ARMOR	
Head	SK50SA H-HEAD-ATK3
Torso	SK50SA H-BODY-ATK3
Left Arm	SK50SA H-LARM-ATK3
Right Arm	SK50SA H-RARM-ATK3
Legs	SK50SA H-LEGS-ATK3



Skell Gear: Weaponry
Sidearms

SHM-M120SA Rod

Cost	10200
Sell Price	102
Force	330
Lv.	20
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-5
GP Gain	50
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK III	
Custom.WP-DESTABLE III	
Custom.WP-SPEED III	
Empty Slots	1

SHM-M220SA Sword

Cost	17900
Sell Price	179
Force	540
Lv.	20
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	0
Stability	+/-8
GP Gain	58
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK III	
Custom.WP-DESTABLE III	
Custom.WP-SPEED III	
Empty Slots	1

SHM-R320SA Assault

Cost	17900
Sell Price	179
Force	30
Lv.	20
Maker	Sakuraba Industries
Cooldown	4.7s
Attribute	Physical
Ammo	20
Stability	+/-12
GP Gain	4
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE III	
Custom.WP-RFL-MAG I	
Custom.WP-SPEED III	
Empty Slots	1

SHM-R620SA Shotgun

Cost	17900
Sell Price	179
Force	72
Lv.	20
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	6
Stability	+/-20
GP Gain	8
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE III	
Custom.WP-RFL-MAG I	
Custom.WP-SPEED III	
Empty Slots	1

SHM-R820SA L-Cannon

Cost	10200
Sell Price	102
Force	90
Lv.	20
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Thermal
Ammo	5
Stability	+/-15
GP Gain	10
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE III	
Custom.WP-MSL-MAG I	
Custom.WP-SPEED III	
Empty Slots	1

SHM-R1020SA Wiregun

Cost	10200
Sell Price	102
Force	180
Lv.	20
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Electric
Ammo	1
Stability	+/-15
GP Gain	32
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE III	
Custom.WP-ATK III	
Custom.WP-SPEED III	
Empty Slots	1

SHM-R420ME Firegun

Cost	30700
Sell Price	307
Force	216
Lv.	20
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Thermal
Ammo	5
Stability	+/-20
GP Gain	14
Upgrades	0/3

Augments

SpecUp.R-ATK III	
Reflect.NEG-THERM III	
Empty Slots	2

SHM-R421SA Short-Rifle

Cost	19600
Sell Price	196
Force	108
Lv.	20
Maker	Sakuraba Industries
Cooldown	3.3s
Attribute	Beam
Ammo	12
Stability	+/-8
GP Gain	8
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE III	
Custom.WP-RFL-MAG I	
Custom.WP-SPEED III	
Empty Slots	1

SHM-M130SA Rod

Cost	20400
Sell Price	204
Force	440
Lv.	30
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-5
GP Gain	50
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK IV	
Custom.WP-DESTABLE IV	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-M230SA Sword

Cost	35800
Sell Price	358
Force	720
Lv.	30
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	0
Stability	+/-8
GP Gain	58
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK IV	
Custom.WP-DESTABLE IV	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-M430SA Pile-Bunker

Cost	35800
Sell Price	358
Force	960
Lv.	30
Maker	Sakuraba Industries
Cooldown	5.0s
Attribute	Physical
Ammo	0
Stability	+/-20
GP Gain	50
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK IV	
Custom.WP-DESTABLE IV	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-R130SA Machine Gun

Cost	20400
Sell Price	204
Force	40
Lv.	30
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	16
Stability	+/-12
GP Gain	3
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE IV	
Custom.WP-RFL-MAG II	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-R330SA Assault

Cost	35800
Sell Price	358
Force	40
Lv.	30
Maker	Sakuraba Industries
Cooldown	4.7s
Attribute	Physical
Ammo	20
Stability	+/-12
GP Gain	4
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE IV	
Custom.WP-RFL-MAG II	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-R630SA Shotgun

Cost	35800
Sell Price	358
Force	96
Lv.	30
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	6
Stability	+/-20
GP Gain	6
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE IV	
Custom.WP-RFL-MAG II	
Custom.WP_SPEED IV	
Empty Slots	1

SHM-R730SA Sniper

Cost	61400
Sell Price	614
Force	264
Lv.	30
Maker	Sakuraba Industries
Cooldown	5.0s
Attribute	Physical
Ammo	5
Stability	+/-5
GP Gain	14
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE IV	
Custom.WP-RFL-MAG II	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-R830SA L-Cannon

Cost	20400
Sell Price	204
Force	120
Lv.	30
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Thermal
Ammo	5
Stability	+/-15
GP Gain	10
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE IV	
Custom.WP-MSL-MAG II	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-R1030SA Wiregun

Cost	20400
Sell Price	204
Force	240
Lv.	30
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Electric
Ammo	1
Stability	+/-15
GP Gain	32
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE IV	
Custom.WP-ATK IV	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-M130GG P-Knife

Cost	35800
Sell Price	358
Force	440
Lv.	30
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Electric
Ammo	0
Stability	+/-6
GP Gain	50
Upgrades	0/3
AUGMENTS	
SpecUp.M-ACC IV	
Custom.WP-M-GP	
Empty Slots	2

SHM-R130GG HB-Rifle

Cost	61400
Sell Price	614
Force	144
Lv.	30
Maker	Grenada Galactic Group
Cooldown	4.0s
Attribute	Beam
Ammo	8
Stability	+/-15
GP Gain	12
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC IV	
Custom.WP-R-GP	
Empty Slots	2

SHM-M130ME Heat Edge

Cost	61400
Sell Price	614
Force	512
Lv.	30
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Thermal
Ammo	0
Stability	+/-12
GP Gain	44
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK IV	
SpecUp.PTL IV	
Empty Slots	2

SHM-R130ME Bladegun

Cost	35800
Sell Price	358
Force	64
Lv.	30
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-10
GP Gain	6
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
SpecUp.M-ATK IV	
Empty Slots	2

SHM-R230ME B-Rifle

Cost	35800
Sell Price	358
Force	112
Lv.	30
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Beam
Ammo	12
Stability	+/-12
GP Gain	8
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
SpecUp.PTL IV	
Empty Slots	2

SHM-R430ME Firegun

Cost	61400
Sell Price	614
Force	288
Lv.	30
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Thermal
Ammo	5
Stability	+/-20
GP Gain	14
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Reflect.NEG-THERM IV	
Empty Slots	2

SHM-R431SA Short-Rifle

Cost	39300
Sell Price	393
Force	144
Lv.	30
Maker	Sakuraba Industries
Cooldown	3.3s
Attribute	Beam
Ammo	12
Stability	+/-8
GP Gain	8
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE IV	
Custom.WP-RFL-MAG II	
Custom.WP-SPEED IV	
Empty Slots	1

SHM-M150SA Rod

Cost	81900
Sell Price	819
Force	660
Lv.	50
Maker	Sakuraba Industries
Cooldown	2.7s
Attribute	Physical
Ammo	0
Stability	+/-5
GP Gain	50
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-M250SA Sword

Cost	143300
Sell Price	1433
Force	1080
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	0
Stability	+/-8
GP Gain	58
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-M350SA E-Sword

Cost	245700
Sell Price	2457
Force	900
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.3s
Attribute	Ether
Ammo	0
Stability	+/-6
GP Gain	40
Upgrades	0/3
AUGMENTS	
Reflect.NEG-ETHER VI	
Custom.WP-ATK VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-M450SA Pile-Bunker

Cost	143300
Sell Price	1433
Force	1440
Lv.	50
Maker	Sakuraba Industries
Cooldown	5.0s
Attribute	Physical
Ammo	0
Stability	+/-20
GP Gain	50
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
Custom.SPEED VI	
Empty Slots	1

SHM-R150SA Machine Gun

Cost	81900
Sell Price	819
Force	60
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Physical
Ammo	16
Stability	+/-12
GP Gain	3
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-RFL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R250SA E-Machine Gun

Cost	245700
Sell Price	2457
Force	72
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Ether
Ammo	12
Stability	+/-12
GP Gain	4
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R350SA Assault

Cost	143300
Sell Price	1433
Force	60
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.7s
Attribute	Physical
Ammo	20
Stability	+/-12
GP Gain	4
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-RFL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R450SA B-Rifle

Cost	143300
Sell Price	1433
Force	180
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Beam
Ammo	12
Stability	+/-15
GP Gain	10
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-RFL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R550SA E-Rifle

Cost	245700
Sell Price	2457
Force	210
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.3s
Attribute	Ether
Ammo	8
Stability	+/-15
GP Gain	12
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R650SA Shotgun

Cost	143300
Sell Price	1433
Force	144
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Physical
Ammo	6
Stability	+/-20
GP Gain	8
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-RFL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R750SA Sniper

Cost	245700
Sell Price	2457
Force	396
Lv.	50
Maker	Sakuraba Industries
Cooldown	5.0s
Attribute	Physical
Ammo	5
Stability	+/-5
GP Gain	14
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-RFL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R750SA Firegun

Cost	245700
Sell Price	2457
Force	420
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.3s
Attribute	Thermal
Ammo	5
Stability	+/-20
GP Gain	16
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R850SA L-Cannon

Cost	81900
Sell Price	819
Force	180
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.0s
Attribute	Thermal
Ammo	5
Stability	+/-15
GP Gain	10
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-MSL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R950SA E-Cannon

Cost	245700
Sell Price	2457
Force	300
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.3s
Attribute	Ether
Ammo	3
Stability	+/-15
GP Gain	16
Upgrades	0/3
AUGMENTS	
Reflect.NEG-ETHER VI	
Custom.WP-ATK VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R1050SA Wiregun

Cost	81900
Sell Price	819
Force	360
Lv.	50
Maker	Sakuraba Industries
Cooldown	4.0s
Attribute	Electric
Ammo	1
Stability	+/-15
GP Gain	32
Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-ATK VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-M150GG P-Knife

Cost	143300
Sell Price	1433
Force	660
Lv.	50
Maker	Grenada Galactic Group
Cooldown	2.7s
Attribute	Electric
Ammo	0
Stability	+/-6
GP Gain	50
Upgrades	0/3
AUGMENTS	
SpecUp.M-ACC VI	
Custom.WP-M-GP	
Empty Slots	2

SHM-M250GG B-Claw

Cost	143300
Sell Price	1433
Force	900
Lv.	50
Maker	Grenada Galactic Group
Cooldown	3.7s
Attribute	Beam
Ammo	0
Stability	+/-15
GP Gain	54
Upgrades	0/3
AUGMENTS	
SpecUp.M-ACC VI	
Custom.WP-M-GP	
Empty Slots	2

SHM-R150GG HB-Rifle

Cost	245700
Sell Price	2457
Force	216
Lv.	50
Maker	Grenada Galactic Group
Cooldown	4.0s
Attribute	Beam
Ammo	8
Stability	+/-15
GP Gain	12
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC VI	
Custom.WP-R-GP	
Empty Slots	2

SHM-R250GG Diskbomb

Cost	245700
Sell Price	2457
Force	432
Lv.	50
Maker	Grenada Galactic Group
Cooldown	5.0s
Attribute	Thermal
Ammo	1
Stability	+/-20
GP Gain	18
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC VI	
Custom.WP-R-GP	
Empty Slots	2

SHM-M150ME Heat-Edge

Cost	245700
Sell Price	2457
Force	768
Lv.	50
Maker	Meredith & Co.
Cooldown	3.0s
Attribute	Thermal
Ammo	0
Stability	+/-12
GP Gain	44
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK VI	
SpecUp.PTL VI	
Empty Slots	2

SHM-M150ME B-Centipede

Cost	143300
Sell Price	1433
Force	1200
Lv.	50
Maker	Meredith & Co.
Cooldown	4.3s
Attribute	Beam
Ammo	0
Stability	+/-15
GP Gain	52
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK VI	
SpecUp.PTL VI	
Empty Slots	2

SHM-R150ME Bladegun

Cost	143300
Sell Price	1433
Force	96
Lv.	50
Maker	Meredith & Co.
Cooldown	2.0s
Attribute	Physical
Ammo	6
Stability	+/-10
GP Gain	6
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
SpecUp.M-ATK VI	
Empty Slots	2

SHM-R250ME B-Rifle

Cost	143300
Sell Price	1433
Force	168
Lv.	50
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Beam
Ammo	12
Stability	+/-12
GP Gain	8
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
SpecUp.PTL VI	
Empty Slots	2

SHM-R752SA E-Sniper

Cost	294800
Sell Price	2948
Force	495
Lv.	50
Maker	Sakuraba Industries
Cooldown	6.0s
Attribute	Ether
Ammo	6
Stability	+/-5
GP Gain	20
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
Custom.WP-SPEED VI	
Empty Slots	1

SHM-R350ME B-Sniper

Cost	245700
Sell Price	2457
Force	408
Lv.	50
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Beam
Ammo	3
Stability	+/-6
GP Gain	18
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
SpecUp.PTL VI	
Empty Slots	2

Skell Gear: Weaponry

Back Weapons

SRM-R120SA Railgun

Cost	22400
Sell Price	224
Force	1800
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Physical
Ammo	1
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK III	
Crush.GP III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage + Boosts appendage damage
Effect Range	Target: Single Enemy
Hits	1

SRM-R220SA S-Missile

Cost	11200
Sell Price	112
Force	360
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	4
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK III	
Custom.WP-MSL-MAG I	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	4

SRM-M120SA Buster

R. BACK ONLY	
Cost	89600
Sell Price	896
Force	9000
Lv.	20
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK III	

TimeEx.TAUNT III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(50 Fuel) Deals physical damage + Inflicts Taunt + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SHM-R450ME Firegun

Cost	245700
Sell Price	2457
Force	432
Lv.	50
Maker	Meredith & Co.
Cooldown	4.0s
Attribute	Thermal
Ammo	5
Stability	+/-20
GP Gain	14
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Reflect.NEG-THERM VI	
Empty Slots	2

SHM-R451SA Short-Rifle

Cost	157600
Sell Price	1576
Force	216
Lv.	50
Maker	Sakuraba Industries
Cooldown	3.3s
Attribute	Beam
Ammo	12
Stability	+/-8
GP Gain	8

Upgrades	0/3
AUGMENTS	
Custom.WP-R-RANGE VI	
Custom.WP-RFL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	1

SRM-R220GG Lasergun

Cost	22400
Sell Price	224
Force	360
Lv.	20
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	Thermal
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.TAUNT III	
Custom.WP-SPEED III	
Empty Slots	2
Art Description	(30 Fuel) Deals thermal damage + Inflicts Taunt
Effect Range	Target: Single Enemy
Hits	5

SRM-M120GG Javelin

R. BACK ONLY

Cost	22400
Sell Price	224
Force	4320
Lv.	20
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK III	
Custom.WP-SPEED III	
Empty Slots	2
Art Description	(50 Fuel) Deals physical damage + FROM THE SIDE: Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SRM-R720ME F-Wave

R. BACK ONLY	
Cost	89600
Sell Price	896
Force	0
Lv.	20
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED III	
Reflect.ADD-PHYS	

Empty Slots	2
Art Description	(50 Fuel) Inflicts Phys. Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R721ME F-Wave

R. BACK ONLY	
Cost	89600
Sell Price	896
Force	0
Lv.	20
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED III	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Beam Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R130SA Railgun

Cost	44800
Sell Price	448
Force	2400
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Physical

Ammo	1
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Crush.GP IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage + Boosts appendage damage
Effect Range	Target: Single Enemy
Hits	1

SRM-R230SA S-Missile

Cost	22400
Sell Price	224
Force	480
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	4
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Custom.WP-MSL-MAG I	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	4

SRM-R430SA Grenade

Cost	44800
Sell Price	448
Force	2560
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	1
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Crush.GP IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage
Effect Range	Target: Single Enemy
Hits	1

SRM-M130SA Buster

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	12000
Lv.	30
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK IV	

TimeEx.TAUNT IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(50 Fuel) Deals physical damage + Inflicts Taunt + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SRM-R730SA L-Missile

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	1920
Lv.	30
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Thermal
Ammo	1
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
Crush.GP IV	
Dmg.THERM IV	
SpecUp.FUEL-COST IV	
Empty Slots	1
Art Description	(200 Fuel) Deals thermal damage + VS. BLAZED TARGETS: boosts damage
Effect Range	Target: Enemy Vicinity
Hits	6

SRM-R730SA F-Wave

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	0
Lv.	30
Maker	Sakuraba Industries
Cooldown	60.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Boost.PTL IV	
Overdrive.APPEND-HP IV	
SpecUp.FUEL-COST IV	
Empty Slots	1
Art Description	(200 Fuel) Restores HP + Grants Critical Power + Grants total evasion
Effect Range	Target: Nearby Allies
Hits	1

SRM-R130GG P-Cannon

Cost	76800
Sell Price	768
Force	1920
Lv.	30
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Electric
Ammo	1
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.ELEC IV	

Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Deals electric damage + Inflicts Shock
Effect Range	Target: Enemy Vicinity
Hits	1

SRM-R230GG Lasergun

Cost	44800
Sell Price	448
Force	480
Lv.	30
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	Thermal
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.TAUNT IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(30 Fuel) Deals thermal damage + Inflicts Taunt
Effect Range	Target: Single Enemy
Hits	5

SRM-R330GG H-Arrow

Cost	44800
Sell Price	448
Force	576
Lv.	30
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Beam
Ammo	1

Stability	+/-8
GP Gain	80
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Deals beam damage + Boosts GP on hit
Effect Range	Target: Enemies Ahead
Hits	3

SRM-M130GG Javelin

R. BACK ONLY	
Cost	44800
Sell Price	448
Force	5760
Lv.	30
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Deals physical damage + FROM THE SIDE: Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SRM-R430GG Phoenix

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	4800
Lv.	30
Maker	Grenada Galactic Group
Cooldown	60.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
AppendLost.ATK-UP IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(200 Fuel) Deals thermal damage + Inflicts Taunt
Effect Range	Target: Nearby Enemies
Hits	3

SRM-R530GG F-Wave

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	0
Lv.	30
Maker	Grenada Galactic Group
Cooldown	60.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Reflect.DAMAGE-UP IV	

Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Sleep + Restores appendage HP + Grants total evasion
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R531GG F-Wave

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	0
Lv.	30
Maker	Grenada Galactic Group
Cooldown	60.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	200
Upgrades	0/3
AUGMENTS	
Reflect.DAMAGE-UP IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Virus + Boosts GP on hit + Grants total evasion
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R130ME B-Gatling

Cost	22400
Sell Price	224
Force	240
Lv.	30
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Beam

Ammo	10
Stability	+/-5
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-RFL-MAG II	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(30 Fuel) Deals beam damage + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	10

SRM-M230ME W-Crusher

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	1600
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Deals physical damage + Inflicts Physical Res Down
Effect Range	Target: Single Enemy
Hits	6

SRM-M330ME BB-Sword

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	8000
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
Slayer.MECHANOID IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Deals beam damage
Effect Range	Target: Enemies Ahead
Hits	1

SRM-R730ME F-Wave

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED IV	

Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Phys. Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R731ME F-Wave

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED IV	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Beam Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R733ME F-Wave

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED IV	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Electric Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R734ME F-Wave

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED IV	

Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Thermal Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R430ME Backbomb

Cost	44800
Sell Price	448
Force	2240
Lv.	30
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Slayer.HUMANOID IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(30 Fuel) Deals thermal damage + VS. HUMANOIDS: boosts damage
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R150SA Railgun

Cost	179200
Sell Price	1792
Force	3600
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Physical
Ammo	1

Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Crush.GP VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage + Boosts appendage damage
Effect Range	Target: Single Enemy
Hits	1

SRM-R250SA S-Missile

Cost	89600
Sell Price	896
Force	720
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	4
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Custom.WP-MSL-MAG I	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	4

SRM-R350SA Voltnet

Cost	80600
Sell Price	806
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	1
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.SLOW-ARTS VI	
Custom.WP-R-RANGE VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Inflicts Slow Arts + Inflicts Flinch
Effect Range	Target: Enemy Vicinity
Hits	1

SRM-R450SA Grenade

Cost	179200
Sell Price	1792
Force	3840
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	1
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Crush.GP VI	

Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage
Effect Range	Target: Single Enemy
Hits	1

SRM-M150SA Buster

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	18000
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK VI	
TimeEx.TAUNT VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(50 Fuel) Deals physical damage + Inflicts Taunt + VS.TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SRM-R550SA Hyper-Rail

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	5760
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Physical
Ammo	1
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Crush.GP VI	
Draw.OPENING-DMG VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(50 Fuel) Deals physical damage + Boosts appendage damage
Effect Range	Target: Single Enemy
Hits	3

SRM-R650SA Buster-Launcher

R. BACK ONLY	
Cost	1152000
Sell Price	11520
Force	6720
Lv.	50
Maker	Sakuraba Industries
Cooldown	60.0s
Attribute	Beam
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	

Crush.GP VI	
Draw.OPENING-DMG VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(200 Fuel) Deals beam damage + Inflicts Beam Res Down + WITH MORALE: boosts damage
Effect Range	Target: Enemies Ahead
Hits	3

SRM-R750SA L-Missile

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	2880
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Thermal
Ammo	1
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
Crush.GP VI	
Dmg.THERM VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(200 Fuel) Deals thermal damage + VS. BLAZED TARGETS: boosts damage
Effect Range	Target: Enemy Vicinity
Hits	6

SRM-R750SA F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	60.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Boost.PTL VI	
Overdrive.APPEND-HP VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(200 Fuel) Restores HP + Grants Critical Power + Grants total evasion
Effect Range	Target: Nearby Allies
Hits	1

SRM-R150GG P-Cannon

Cost	307200
Sell Price	3072
Force	2880
Lv.	50
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Electric
Ammo	1
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.ELEC VI	

Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals electric damage + Inflicts Shock
Effect Range	Target: Enemy Vicinity
Hits	1

SRM-R250GG Lasergun

Cost	179200
Sell Price	1792
Force	720
Lv.	50
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	Thermal
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.TAUNT VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals thermal damage + Inflicts Taunt
Effect Range	Target: Single Enemy
Hits	5

SRM-R350GG H-Arrow

Cost	179200
Sell Price	1792
Force	864
Lv.	50
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Beam
Ammo	1

Stability	+/-8
GP Gain	80
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals beam damage + Boosts GP on hit
Effect Range	Target: Enemies Ahead
Hits	3

SRM-M150GG Javelin

R. BACK ONLY	
Cost	179200
Sell Price	1792
Force	8640
Lv.	50
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals physical damage + FROM THE SIDE: Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SRM-R450GG Phoenix

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	7200
Lv.	50
Maker	Grenada Galactic Group
Cooldown	60.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
AppendLost.ATK-UP VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(200 Fuel) Deals thermal damage + Inflicts Taunt
Effect Range	Target: Nearby Enemies
Hits	3

SRM-R550GG F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Grenada Galactic Group
Cooldown	60.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Reflect.DAMAGE-UP VI	

Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Sleep + Restores appendage HP + Grants total evasion
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R551GG F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Grenada Galactic Group
Cooldown	60.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	300
Upgrades	0/3
AUGMENTS	
Reflect.DAMAGE-UP VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Virus + Boosts GP on hit + Grants total evasion
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R150ME B-Gatling

Cost	89600
Sell Price	896
Force	360
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Beam

Ammo	10
Stability	+/-5
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-RFL-MAG IV	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals beam damage + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	10

SRM-R250ME S-Missile

Cost	179200
Sell Price	1792
Force	624
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Beam
Ammo	6
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-MSL-MAG I	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals beam damage
Effect Range	Target: Single Enemy
Hits	6

SRM-M150ME Dragon

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	33600
Lv.	50
Maker	Meredith & Co.
Cooldown	60.0s
Attribute	Thermal
Ammo	1
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
Slayer.INSECTOID VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(200 Fuel) Deals thermal damage + Inflicts Thermal Res Down
Effect Range	Target: Single Enemy
Hits	1

SRM-M250ME W-Crusher

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	2400
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Physical
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ATK VI	

Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals physical damage + Inflicts Physical Res Down
Effect Range	Target: Single Enemy
Hits	6

SRM-M350ME BB-Sword

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	12000
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
Slayer.MECHANOID VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals beam damage
Effect Range	Target: Enemies Ahead
Hits	1

SRM-R550ME Meteor

R. BACK ONLY

Cost	1536000
Sell Price	15360
Force	24000
Lv.	50
Maker	Meredith & Co.
Cooldown	60.0s
Attribute	Thermal
Ammo	1
Stability	+/-18
GP Gain	0
Upgrades	0/3
AUGMENTS	
Slayer.THEROID VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(200 Fuel) Deals thermal damage + Inflicts Blaze
Effect Range	Target: Enemy Vicinity
Hits	1

SRM-R650ME L-Missile

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	2880
Lv.	50
Maker	Meredith & Co.
Cooldown	60.0s
Attribute	Ether
Ammo	1
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Slayer.PISCINOID VI	
Custom.WP-SPEED VI	

Empty Slots	2
Art Description	(200 Fuel) Deals ether damage
Effect Range	Target: Enemy Vicinity
Hits	6

SRM-R750ME F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED VI	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Phys. Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R751ME F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None

Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED VI	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Beam Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R752ME F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED VI	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Ether Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R753ME F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED VI	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Electric Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

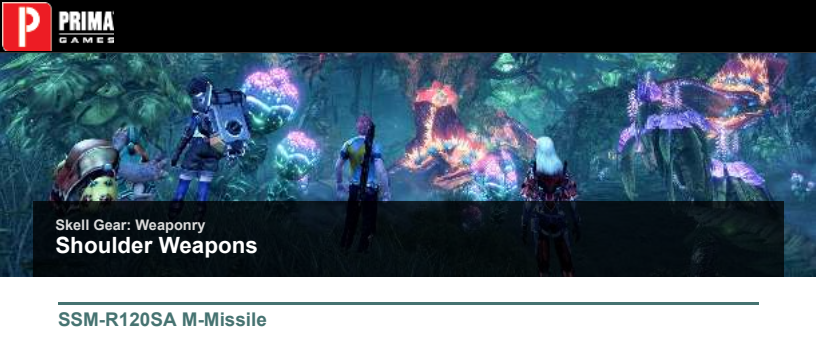
SRM-R754ME F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED VI	

Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Thermal Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SRM-R450ME Backbomb

Cost	179200
Sell Price	1792
Force	3360
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Slayer.HUMANOID VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals thermal damage + VS. HUMANOIDS: boosts damage
Effect Range	Target: Nearby Enemies
Hits	1



Shoulder Weapons

SSM-R120SA M-Missile

Cost	22400
Sell Price	224
Force	296
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	6
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK III	
Custom.WP-R-RANGE III	
Custom.WP-MSL-MAG I	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + Grants chance of inflicting Blaze
Effect Range	Target: Single Enemy
Hits	6

SSM-R220SA F-Grenade

Cost	22400
Sell Price	224
Force	216
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Electric
Ammo	1
Stability	+/-20
GP Gain	50
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC III	
Custom.WP-R-RANGE III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Deals electric damage + Inflicts Flinch + Inflicts Blackout + Boosts GP on hit
Effect Range	Target: Enemy Vicinity
Hits	1

SSM-R420GG Antipulser

Cost	19200
Sell Price	192
Force	0
Lv.	20
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	None
Ammo	1
Stability	+/-0
GP Gain	50
Upgrades	0/3
AUGMENTS	
TimeEx.SLEEP III	
Custom.WP-SPEED III	
Empty Slots	2
Art Description	(30 Fuel) Inflicts Sleep + Boosts GP
Effect Range	Target: Enemies Ahead
Hits	1

SSM-M120ME Heathorn

Cost	89600
Sell Price	896
Force	2400
Lv.	20
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
CritialUp III	
Custom.WP-SPEED III	
Empty Slots	2
Art Description	(50 Fuel) Deals thermal damage + Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SRM-R755ME F-Wave

R. BACK ONLY	
Cost	716800
Sell Price	7168
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-SPEED VI	
Reflect.ADD-PHYS	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Gravity Res Down + Inflicts Stun + Grants total evasion + VS. MECHANOIDS: absorbs fuel
Effect Range	Target: Nearby Enemies
Hits	1

SSM-R130SA M-Missile

Cost	44800
Sell Price	448
Force	400
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	6
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Custom.WP-R-RANGE IV	
Custom.WP-MSL-MAG I	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + Grants chance of inflicting Blaze
Effect Range	Target: Single Enemy
Hits	6

SSM-R230SA F-Grenade

Cost	44800
Sell Price	448
Force	288
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Electric
Ammo	1
Stability	+/-20
GP Gain	50
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC IV	
Custom.WP-R-RANGE IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals electric damage + Inflicts Flinch + Inflicts Blackout + Boosts GP on hit
Effect Range	Target: Enemy Vicinity
Hits	1

SSM-R330SA SHD-Gatling

Cost	76800
Sell Price	768
Force	128
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Physical
Ammo	10
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.HP-MAX IV	
SpecUp.PHYS-RES IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage
Effect Range	Target: Enemies Ahead
Hits	10

SSM-R530SA Chaingun

Cost	44800
Sell Price	448
Force	160
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Physical
Ammo	12
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Custom.WP-R-RANGE IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage + Boosts appendage damage
Effect Range	Target: Single Enemy
Hits	12

SSM-MX130SA G-Buster

R. Shoulder Only

Cost	179200
Sell Price	1792
Force	22400
Lv.	30
Maker	Sakuraba Industries
Cooldown	60.0s
Attribute	Gravity
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK IV	
Reflect.NEG-GRAV IV	
SpecUp.FUEL-COST IV	
Empty Slots	1
Art Description	(200 Fuel) Deals gravity damage + Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SSM-RX330SA F2-Rifle

R. Shoulder Only

Cost	76800
Sell Price	768
Force	2400
Lv.	30
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK IV	
Arts.GP IV	
SpecUp.FUEL-COST IV	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage + Inflicts Debuff Res Down
Effect Range	Target: Enemies AHead
Hits	1

SSM-RX430SA B-Gatling

R. Shoulder Only

Cost	44800
Sell Price	448
Force	640
Lv.	30
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	8
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK IV	
PositionDmg.FRONT IV	
SpecUp.FUEL-COST IV	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage
Effect Range	Target: Enemies Ahead
Hits	10

SSM-R130GG M-Missile

Cost	76800
Sell Price	768
Force	288
Lv.	30
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	Thermal
Ammo	6
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
CritUp.HUMANOID IV	
Custom.WP-MSL-MAG I	
Empty Slots	2
Art Description	(30 Fuel) Deals thermal damage + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Enemies Ahead
Hits	6

SSM-R230GG Voltstorm

Cost	76800
Sell Price	768
Force	1280
Lv.	30
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Electric
Ammo	0
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.ELEC IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Deals electric damage + Inflicts Shock
Effect Range	Target: Enemies Ahead
Hits	3

SSM-R430GG Antipulser

Cost	38400
Sell Price	384
Force	0
Lv.	30
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	None
Ammo	1
Stability	+/-0
GP Gain	50
Upgrades	0/3
AUGMENTS	
TimeEx.SLEEP IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(30 Fuel) Inflicts Sleep + Boosts GP
Effect Range	Target: Enemies Ahead
Hits	1

SSM-R530GG Drone

Cost	179200
Sell Price	1792
Force	800
Lv.	30
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Beam
Ammo	4
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(200 Fuel) Delivers continual beam damage for a fixed period
Effect Range	Target: Single Enemy
Hits	4

SSM-R330ME SHD-Missile

Cost	89600
Sell Price	896
Force	160
Lv.	30
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Ether
Ammo	12
Stability	+/-12
GP Gain	20
Upgrades	0/3
AUGMENTS	
SpecUp.HP-MAX IV	
SpecUp.ETHER-RES IV	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + Boosts GP on hit
Effect Range	Target: Nearby Enemies
Hits	12

SSM-M130ME Heathorn

Cost	179200
Sell Price	1792
Force	3200
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
CriticalUp IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(50 Fuel) Deals thermal damage + Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SSM-R150SA M-Missile

Cost	179200
Sell Price	1792
Force	600
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	6
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Custom.WP-R-RANGE VI	
Custom.WP-MSL-MAG I	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + Grants chance of inflicting Blaze
Effect Range	Target: Single Enemy
Hits	6

SSM-R250SA HB-Missile

Cost	307200
Sell Price	3072
Force	1200
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Beam
Ammo	3
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Dmg.BEAM VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals beam damage + Inflicts Slow Arts
Effect Range	Target: Enemies Ahead
Hits	3

SSM-R250SA F-Grenade

Cost	179200
Sell Price	1792
Force	432
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Electric
Ammo	1
Stability	+/-20
GP Gain	50
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC VI	
Custom.WP-R-RANGE VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals electric damage + Inflicts Flinch + Inflicts Blackout + Boosts GP on hit
Effect Range	Target: Enemy Vicinity
Hits	1

SSM-R350SA SHD-Gatling

Cost	307200
Sell Price	3072
Force	192
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Physical
Ammo	10
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.HP-MAX VI	
SpecUp.PHYS-RES VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage
Effect Range	Target: Enemies Ahead
Hits	10

SSM-R450SA SHD-Ray

Cost	215000
Sell Price	2150
Force	288
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Beam
Ammo	12
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.HP-MAX VI	
SpecUp.BEAM-RES VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals beam damage
Effect Range	Target: Single Enemy
Hits	12

SSM-R550SA Chaingun

Cost	179200
Sell Price	1792
Force	240
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Physical
Ammo	12
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Custom.WP-R-RANGE VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage + Boosts appendage damage
Effect Range	Target: Single Enemy
Hits	12

SSM-MX150SA G-Buster

R. Shoulder Only

Cost	716800
Sell Price	7168
Force	33600
Lv.	50
Maker	Sakuraba Industries
Cooldown	60.0s
Attribute	Gravity
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Reflect.NEG-GRAV VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(200 Fuel) Deals gravity damage + Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SSM-MX150SA G2-Buster

R. Shoulder Only

Cost	716800
Sell Price	7168
Force	14400
Lv.	50
Maker	Sakuraba Industries
Cooldown	60.0s
Attribute	Gravity
Ammo	0
Stability	+/-25
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Custom.WP-DESTABLE VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(200 Fuel) Deals gravity damage + Inflicts Stagger
Effect Range	Target: Enemies Ahead
Hits	2

SSM-MX250SA E-Scythe

R. Shoulder Only

Cost	716800
Sell Price	7168
Force	6240
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
PositionDmg.BACK VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage + FROM BEHIND: boosts damage
Effect Range	Target: Single Enemy
Hits	2

SSM-RX350SA F-Rifle

R. Shoulder Only

Cost	501700
Sell Price	5017
Force	1800
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Arts.GP VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage + VS. BOUND TARGETS: boosts GP
Effect Range	Target: Enemies Ahead
Hits	5

SSM-RX350SA F2-Rifle

R. Shoulder Only

Cost	307200
Sell Price	3072
Force	3600
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Arts.GP VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage + Inflicts Debuff Res Down
Effect Range	Target: Enemies Ahead
Hits	1

SSM-RX450SA B-Gatling

R. Shoulder Only

Cost	179200
Sell Price	1792
Force	960
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	8
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
PositionDmg.FRONT VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage
Effect Range	Target: Enemies Ahead
Hits	10

SSM-RX450SA B2-Gatling

R. Shoulder Only

Cost	307200
Sell Price	3072
Force	5760
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	3
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
TimeEx.BEAM-DOWN V	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage + Inflicts Beam Res Down
Effect Range	Target: Enemies Ahead
Hits	3

SSM-RX550SA M-Sniper

R. Shoulder Only

Cost	716800
Sell Price	7168
Force	19200
Lv.	50
Maker	Sakuraba Industries
Cooldown	40.0s
Attribute	Beam
Ammo	1
Stability	+/-6
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-ATK VI	
Reflect.NEG-BEAM VI	
SpecUp.FUEL-COST VI	
Empty Slots	1
Art Description	(50 Fuel) Deals beam damage + Inflicts Topple on piscinoids
Effect Range	Target: Single Enemy
Hits	1

SSM-R150GG M-Missile

Cost	307200
Sell Price	3072
Force	432
Lv.	50
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	Thermal
Ammo	6
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
CritUp.HUMANOID VI	
Custom.WP-MSL-MAG I	
Empty Slots	2
Art Description	(30 Fuel) Deals thermal damage + VS. TOPPLED TARGETS: boosts damage
Effect Range	Target: Enemies Ahead
Hits	6

SSM-R250GG Voltstorm

Cost	307200
Sell Price	3072
Force	1920
Lv.	50
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Electric
Ammo	0
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.ELEC VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals electric damage + Inflicts Shock
Effect Range	Target: Enemies Ahead
Hits	3

SSM-R350GG SHD-Gravity

Cost	716800
Sell Price	7168
Force	14880
Lv.	50
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Gravity
Ammo	1
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.HP-MAX VI	
SpecUp.GRAV-RES VI	
Empty Slots	2
Art Description	(50 Fuel) Deals gravity damage + Grants chance of inflicting Stagger
Effect Range	Target: Enemy Vicinity
Hits	1

SSM-R450GG Antipulser

Cost	153600
Sell Price	1536
Force	0
Lv.	50
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	None
Ammo	1
Stability	+/-0
GP Gain	50
Upgrades	0/3
AUGMENTS	
TimeEx.SLEEP VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Inflicts Sleep + Boosts GP
Effect Range	Target: Enemies Ahead
Hits	1

SSM-R451GG Antipulser

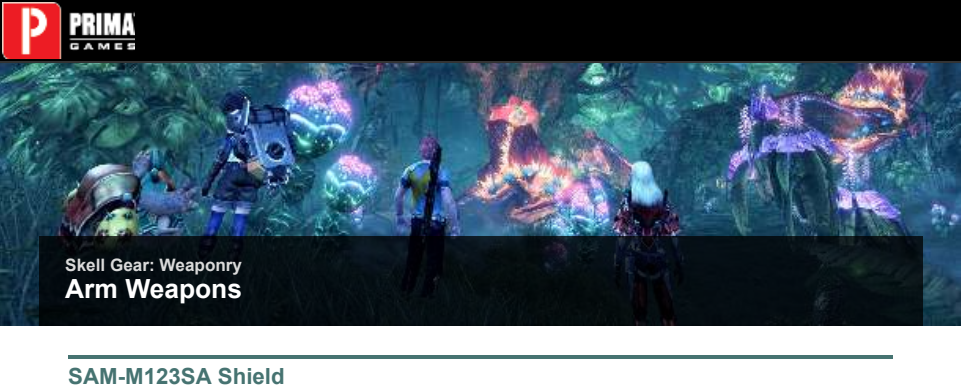
Cost	153600
Sell Price	1536
Force	0
Lv.	50
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	None
Ammo	1
Stability	+/-0
GP Gain	50
Upgrades	0/3
AUGMENTS	
TimeEx.BLACKOUT VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Inflicts Fatigue + Boosts GP
Effect Range	Target: Enemies Ahead
Hits	1

SSM-R550GG Drone

Cost	716800
Sell Price	7168
Force	1200
Lv.	50
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Beam
Ammo	4
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ATK VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(200 Fuel) Delivers continual beam damage for a fixed period
Effect Range	Target: Single Enemy
Hits	4

SSM-R150ME N-Cannon

Cost	179200
Sell Price	1792
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	1
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.DEBUFF-DOWN VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Inflicts Blackout + WHEN TARGETED: Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1



SAM-M123SA Shield

Cost	12800
Sell Price	128
Force	0
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.HP-MAX III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Grants Melee Attack Up
Effect Range	Target: Self
Hits	0

SSM-R150ME M-Missile

Cost	307200
Sell Price	3072
Force	528
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Beam
Ammo	8
Stability	+/-20
GP Gain	0
Upgrades	0/3
AUGMENTS	
CritUp.MECHANOID VI	
Custom.WP-MSL-MAG I	
Empty Slots	2
Art Description	(50 Fuel) Deals beam damage + FROM ABOVE: boosts damage
Effect Range	Target: Single Enemy
Hits	8

SSM-R250ME Widebeam

Cost	307200
Sell Price	3072
Force	8640
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Beam
Ammo	1
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.BEAM VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals beam damage
Effect Range	Target: Enemies Ahead
Hits	1

SSM-R350ME SHD-Missile

Cost	358400
Sell Price	3584
Force	240
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Ether
Ammo	12
Stability	+/-12
GP Gain	20
Upgrades	0/3
AUGMENTS	
SpecUp.HP-MAX VI	
SpecUp.ETHER-RES VI	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + Boosts GP on hit
Effect Range	Target: Nearby Enemies
Hits	12

SSM-M150ME Heathorn

Cost	716800
Sell Price	7168
Force	4800
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Thermal
Ammo	0
Stability	+/-15
GP Gain	0
Upgrades	0/3
AUGMENTS	
CriticalUp VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(50 Fuel) Deals thermal damage + Inflicts Stagger
Effect Range	Target: Single Enemy
Hits	1

SAM-M124SA Shield

Cost	12800
Sell Price	128
Force	0
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.HP-MAX III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Grants Ranged Attack Up
Effect Range	Target: Self
Hits	0

SAM-M125SA Shield

Cost	12800
Sell Price	128
Force	0
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA III	
SpecUp.HP-MAX III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Grants Potential Up
Effect Range	Target: Self
Hits	0

SAM-M110ME Beam-Shield

Cost	12800
Sell Price	128
Force	0
Lv.	20
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH III	
Resist.TOPPLE III	
Empty Slots	2
Art Description	(50 Fuel) Grants Physical Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M111ME Beam-Shield

Cost	12800
Sell Price	128
Force	0
Lv.	20
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH III	
Resist.TOPPLE III	
Empty Slots	2
Art Description	(50 Fuel) Grants Beam Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M130SA Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IV	
SpecUp.HP-MAX IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Grants Melee Accuracy Up
Effect Range	Target: Self
Hits	0

SAM-M131SA Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IV	
SpecUp.HP-MAX IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Grants Ranged Accuracy Up
Effect Range	Target: Self
Hits	0

SAM-M133SA Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IV	
SpecUp.HP-MAX IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Grants Melee Attack Up
Effect Range	Target: Self
Hits	0

SAM-M134SA Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IV	
SpecUp.HP-MAX IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Grants Ranged Attack Up
Effect Range	Target: Self
Hits	0

SAM-M135SA Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA IV	
SpecUp.HP-MAX IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Grants Potential Up
Effect Range	Target: Self
Hits	0

SAM-R130SA Minigun

Cost	25600
Sell Price	256
Force	128
Lv.	30
Maker	Sakuraba Industries
Cooldown	12.0s
Attribute	Physical
Ammo	5
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-RFL-MAG II	
Custom.WP-R-RANGE IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage + Inflicts Taunt
Effect Range	Target: Single Enemy
Hits	5

SAM-M120ME Beam-Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH IV	
Resist.TOPPLE IV	
Empty Slots	2
Art Description	(50 Fuel) Grants Physical Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M121ME Beam-Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH IV	
Resist.TOPPLE IV	
Empty Slots	2
Art Description	(50 Fuel) Grants Beam Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M123ME Beam-Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH IV	
Resist.TOPPLE IV	
Empty Slots	2
Art Description	(50 Fuel) Grants Electric Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M124ME Beam-Shield

Cost	25600
Sell Price	256
Force	0
Lv.	30
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH IV	
Resist.TOPPLE IV	
Empty Slots	2
Art Description	(50 Fuel) Grants Thermal Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

\SAM-R130ME Needlegun

Cost	25600
Sell Price	256
Force	128
Lv.	30
Maker	Meredith & Co.
Cooldown	12.0s
Attribute	Ether
Ammo	5
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC IV	
Custom.R-ATK IV	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + WHEN TARGETED: boosts GP
Effect Range	Target: Single Enemy
Hits	5

SAM-M150SA Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA VI	
SpecUp.HP-MAX VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Grants Melee Accuracy Up
Effect Range	Target: Self
Hits	0

SAM-M151SA Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA VI	
SpecUp.HP-MAX VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Grants Ranged Accuracy Up
Effect Range	Target: Self
Hits	0

SAM-M152SA Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA VI	
SpecUp.HP-MAX VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Grants Evasion Up
Effect Range	Target: Self
Hits	0

SAM-M153SA Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA VI	
SpecUp.HP-MAX VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Grants Melee Attack Up
Effect Range	Target: Self
Hits	0

SAM-M154SA Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA VI	
SpecUp.HP-MAX VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Grants Ranged Attack Up
Effect Range	Target: Self
Hits	0

SAM-M155SA Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.EVA VI	
SpecUp.HP-MAX VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Grants Potential Up
Effect Range	Target: Self
Hits	0

SAM-R150SA Minigun

Cost	102400
Sell Price	1024
Force	192
Lv.	50
Maker	Sakuraba Industries
Cooldown	12.0s
Attribute	Physical
Ammo	5
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
Custom.WP-RFL-MAG IV	
Custom.WP-R-RANGE VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals physical damage + Inflicts Taunt
Effect Range	Target: Single Enemy
Hits	5

SAM-M140ME Beam-Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH VI	
Resist.TOPPLE VI	
Empty Slots	2
Art Description	(50 Fuel) Grants Physical Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M141ME Beam-Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH VI	
Resist.TOPPLE VI	
Empty Slots	2
Art Description	(50 Fuel) Grants Beam Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M142ME Beam-Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH VI	
Resist.TOPPLE VI	
Empty Slots	2
Art Description	(50 Fuel) Grants Ether Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M143ME Beam-Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH VI	
Resist.TOPPLE VI	
Empty Slots	2
Art Description	(50 Fuel) Grants Electric Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M144ME Beam-Shield

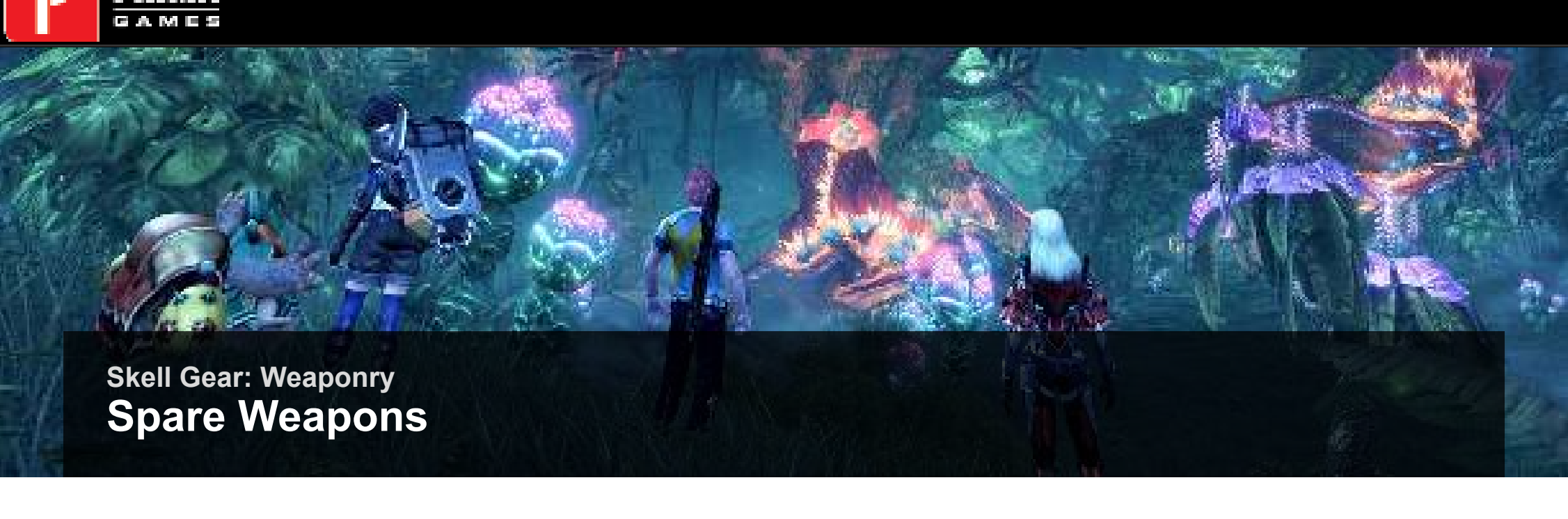
Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH VI	
Resist.TOPPLE VI	
Empty Slots	2
Art Description	(50 Fuel) Grants Thermal Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-M145ME Beam-Shield

Cost	102400
Sell Price	1024
Force	0
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	None
Ammo	0
Stability	+/-0
GP Gain	0
Upgrades	0/3
AUGMENTS	
Resist.FLINCH VI	
Resist.TOPPLE VI	
Empty Slots	2
Art Description	(50 Fuel) Grants Gravity Res Up + Restores appendage HP
Effect Range	Target: Self
Hits	0

SAM-R150ME Needlegun

Cost	102400
Sell Price	1024
Force	192
Lv.	50
Maker	Meredith & Co.
Cooldown	12.0s
Attribute	Ether
Ammo	5
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.R-ACC VI	
SpecUp.R-ATK VI	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + WHEN TARGETED: boosts GP
Effect Range	Target: Single Enemy
Hits	5



Skell Gear: Weaponry

Spare Weapons

SKM-M120SA Beamsaber

Cost	12800
Sell Price	128
Force	1560
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Beam
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ACC III	
Crush.GP III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Deals beam damage + VS. MECHANOIDS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SKM-M220SA V-knuckle

Cost	12800
Sell Price	128
Force	1560
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Electric
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
CriticalUp III	
Crush.GP III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Deals electric damage + Inflicts Shock + VS. BOUND TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SKM-R320SA Cracker-BM

Cost	12800
Sell Price	128
Force	1200
Lv.	20
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	1
Stability	+/-30
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.THERM III	
Crush.GP III	
Custom.WP-SPEED III	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + Inflicts Blaze
Effect Range	Target: Enemy Vicinity
Hits	1

SKM-M130SA Beamsaber

Cost	25600
Sell Price	256
Force	2080
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Beam
Ammo	0
Stability	+/-12
GP Gain	0
upgrades	0/3
AUGMENTS	
SpecUp.M-ACC IV	
Crush.GP IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals beam damage + VS. MECHANOIDS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SKM-M230SA V-knuckle

Cost	25600
Sell Price	256
Force	2080
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Electric
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
CriticalUp IV	
Crush.GP IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals electric damage + Inflicts Shock + VS. BOUND TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SKM-M130GG Ringedge

Cost	25600
Sell Price	256
Force	400
Lv.	30
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
PositionDmg.SIDE IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(30 Fuel) Deals beam damage + Inflicts Beam Res Down
Effect Range	Target: Single Enemy
Hits	5

SKM-M130ME Falchion

Cost	25600
Sell Price	256
Force	2080
Lv.	30
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Ether
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.DEBUFF-DOWN IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + Inflicts Debuff Res Down
Effect Range	Target: Single Enemy
Hits	1

SKM-R330SA Cracker-BM

Cost	25600
Sell Price	256
Force	1600
Lv.	30
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Thermal
Ammo	1
Stability	+/-30
GP Gain	0
Upgrades	0/3
AUGMENTS	
Dmg.THERM IV	
Crush.GP IV	
Custom.WP-SPEED IV	
Empty Slots	1
Art Description	(30 Fuel) Deals thermal damage + Inflicts Blaze
Effect Range	Target: Enemy Vicinity
Hits	1

SKM-R330GG Cracker-FL

Cost	25600
Sell Price	256
Force	480
Lv.	30
Maker	Grenada Galactic Group
Cooldown	20.0s
Attribute	Electric
Ammo	1
Stability	+/-30
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.BLACKOUT IV	
Custom.WP-SPEED IV	
Empty Slots	2
Art Description	(30 Fuel) Deals electric damage + Inflicts Taunt
Effect Range	Target: Enemy Vicinity
Hits	1

SKM-M150SA Beamsaber

Cost	102400
Sell Price	1024
Force	3120
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Beam
Ammo	0
Stability	+/-12
GP Gain	0
Upgrades	0/3
AUGMENTS	
SpecUp.M-ACC VI	
Crush.GP VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals beam damage + VS. MECHANOIDS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SKM-M250SA V-knuckle

Cost	102400
Sell Price	1024
Force	3120
Lv.	50
Maker	Sakuraba Industries
Cooldown	20.0s
Attribute	Electric
Ammo	0
Stability	+/-8
GP Gain	0
Upgrades	0/3
AUGMENTS	
CriticalUp VI	
Crush.GP VI	
Custom.WP-SPEED VI	
Empty Slots	1
Art Description	(30 Fuel) Deals electric damage + Inflicts Shock + VS. BOUND TARGETS: boosts damage
Effect Range	Target: Single Enemy
Hits	1

SKM-M150GG Ringedge

Cost	102400
Sell Price	1024
Force	600
Lv.	50
Maker	Grenada Galactic Group
Cooldown	40.0s
Attribute	Beam
Ammo	0
Stability	+/-10
GP Gain	0

Upgrades 0/3

Augments

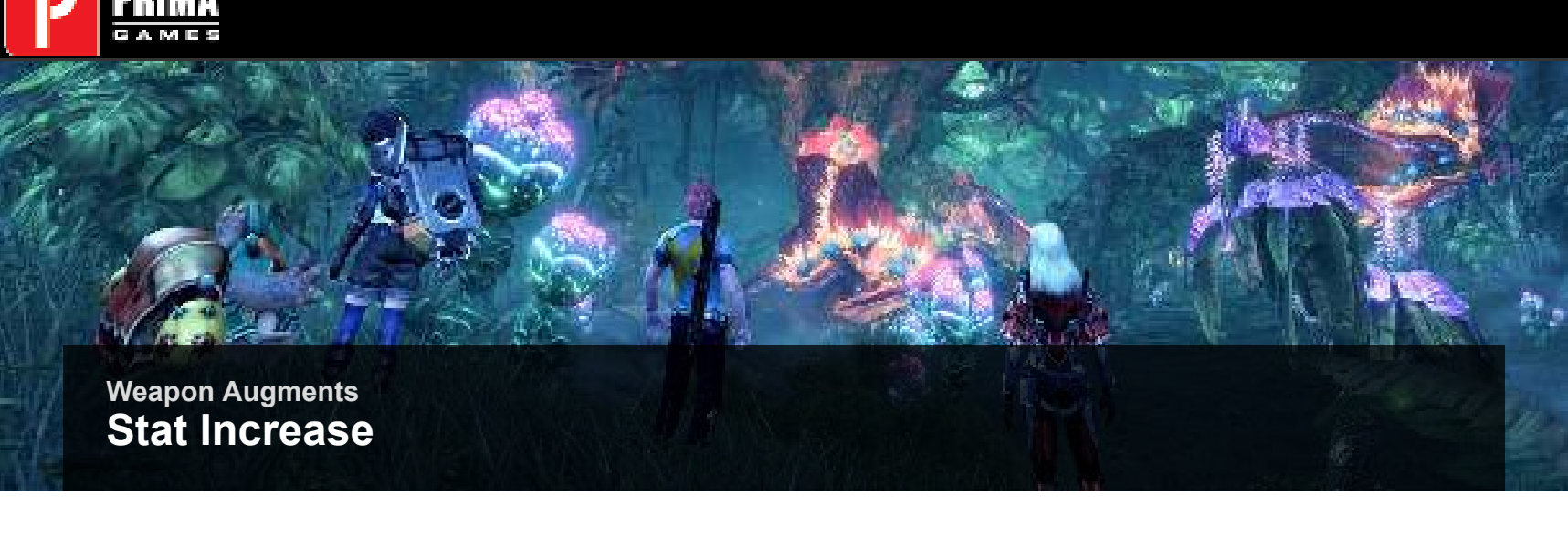
PositionDmg.SIDE VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals beam damage + Inflicts Beam Res Down
Effect Range	Target: Single Enemy
Hits	5

SKM-M350ME Katar

Cost	102400
Sell Price	1024
Force	2880
Lv.	50
Maker	Meredith & Co.
Cooldown	40.0s
Attribute	Ether
Ammo	0
Stability	+/-10
GP Gain	0
Upgrades	0/3
AUGMENTS	
Reflect.NEG-ETHER VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + VS. BOUND TARGETS: absorbs fuel
Effect Range	Target: Single Enemy
Hits	1

SKM-R350ME Cracker-PD

Cost	102400
Sell Price	1024
Force	1920
Lv.	50
Maker	Meredith & Co.
Cooldown	20.0s
Attribute	Ether
Ammo	1
Stability	+/-30
GP Gain	0
Upgrades	0/3
AUGMENTS	
TimeEx.FATIGUE VI	
Custom.WP-SPEED VI	
Empty Slots	2
Art Description	(30 Fuel) Deals ether damage + Inflicts Fatigue
Effect Range	Target: Enemy Vicinity
Hits	1



Weapon Augments

Stat Increase

MELEE ACCURACY UP I

Type	Common
Sell Price	50
Boosts melee accuracy by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Arc Sand Ore	1

MELEE ACCURACY UP V

Type	Common
Sell Price	90
Boosts melee accuracy by 18.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Lionbone Bort	1

MELEE ACCURACY UP X

Sell Price	140
Type	Rare
Boosts melee accuracy by 28.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	3
Enduron Lead	1

MELEE ACCURACY UP XV

Sell Price	190
Type	Unique
Boosts melee accuracy by 40.	
Required Miranium	1500
REQUIRED MATERIALS	
Muscled Suid Bulge	4
Boiled-Egg Ore	1

MELEE ACCURACY UP XX

Type	Intergalactic
Sell Price	250
Boosts melee accuracy by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Muscled Suid Bulge	5
Marine Rutile	1

RANGED ACCURACY UP I

Type	Common
Sell Price	50
Boosts ranged accuracy by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	1
Arc Sand Ore	1

RANGED ACCURACY UP V

Type	Common
Sell Price	90
Boosts ranged accuracy by 18.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	2
Kionbone Bort	1

RANGED ACCURACY UP X

Type	Rare
Sell Price	140
Boosts ranged accuracy by 28.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	3
Enduron Lead	1

RANGED ACCURACY UP XV

Type	Unique
Sell Price	190
Boosts ranged accuracy by 40.	
Required Miranium	1500
REQUIRED MATERIALS	
Appetizing Suid Tail	4
Boild-Egg Ore	1

RANGED ACCURACY UP XX

Type	Intergalactic
Sell Price	250
Boosts ranged accuracy by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Appetizing Suid Tail	5
Marine Rutile	1

MELEE ATTACK UP I

Type	Common
Sell Price	50
Boosts melee attack by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Arc Sand Ore	1

MELEE ATTACK UP V

Type	Common
Sell Price	90
Boosts melee attack by 30.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Lionbone Bort	1

MELEE ATTACK UP X

Type	Rare
Sell Price	140
Boosts melee attack by 55.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Sylooth Brace	8
White Sylooth Brace	8
Muscled Cantor Bulge	8
Everfreeze Ore	2

MELEE ATTACK UP XV

Type	Unique
Sell Price	190
Boosts melee attack by 80.	
Required Miranium	1500
REQUIRED MATERIALS	
Blue Sylooth Brace	24
White Sylooth Brace	24
Muscled Cantor Bulge	24
Foucaultium	8

MELEE ATTACK UP XX

Type	Intergalactic
Sell Price	250
Boosts melee attack by 150.	
Required Miranium	2000
REQUIRED MATERIALS	
Blue Sylooth Brace	48
White Sylooth Brace	48
Muscled Cantor Bulge	48
Bonjelium	16

RANGED ATTACK UP I

Type	Common
Sell Price	50
Boosts ranged attack by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	1
Arc Sand Ore	1

RANGED ATTACK UP V

Type	Common
Sell Price	30
Boosts ranged attack by 90.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	2
Lionbone Bort	1

RANGED ATTACK UP X

Type	Rare
Sell Price	140
Boosts ranged attack by 55.	
Required Miranium	100
REQUIRED MATERIALS	
O.X. Unit	8
Eternal Arenatect Moss	8
Green Jacul Wing	8
Everfreeze Ore	2

RANGED ATTACK UP XV

Type	Unique
Sell Price	190
Boosts ranged attack by 80.	
Required Miranium	1500
REQUIRED MATERIALS	
O.X. Unit	24
Eternal Arenatect Moss	24
Green Jacul Wing	24
Foucaultium	8

RANGED ATTACK UP XX

Type	Intergalactic
Sell Price	250
Boosts ranged attack by 150.	
Required Miranium	2000
REQUIRED MATERIALS	
O.X. Unit	48
Eternal Arenatect Moss	48
Green Jacul Wing	48
Bonjelium	16

MELEE ACCURACY BOOST I

Type	Common
Sell Price	500
Boosts melee accuracy by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	1
Muscled Suid Bulge	1
Aurorite	1

MELEE ACCURACY BOOST V

Type	Common
Sell Price	900
Boosts melee accuracy by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	2
Muscled Suid Bulge	2
Infernium	1

MELEE ACCURACY BOOST X

Sell Price	1400
Type	Rare
Boosts melee accuracy by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	3
Black Steel Heavy Armor	3
Cimmerian Cinnabar	1

MELEE ACCURACY BOOST XV

Sell Price	1900
Type	Unique
Boosts melee accuracy by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Refined Horn	4
Black Steel Heavy Armor	4
Ouroboros Crystal	1

MELEE ACCURACY BOOST XX

Type	Intergalactic
Sell Price	2500
Boosts melee accuracy by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Refined Horn	5
Black Steel Heavy Armor	5
Parhelion Platinum	1

RANGED ACCURACY BOOST I

Type	Common
Sell Price	500
Boosts ranged accuracy by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Scratched Jewel	1
Appetizing Suid Tail	1
Aurorite	1

RANGED ACCURACY BOOST V

Type	Common
Sell Price	900
Boosts ranged accuracy by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Scratched Jewel	2
Appetizing Suid Tail	2
Infernium	1

RANGED ACCURACY BOOST X

Type	Rare
Sell Price	1400
Boosts ranged accuracy by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Scratched Jewel	3
Upgraded Spindle Part	3
Cimmerian Cinnabar	1

RANGED ACCURACY BOOST XV

Type	Unique
Sell Price	1900
Boosts ranged accuracy by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Scratched Jewel	4
Upgraded Spindle Part	4
Ouroboros Crystal	1

RANGED ACCURACY BOOST XX

Type	Intergalactic
Sell Price	2500
Boosts ranged accuracy by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Scratched Jewel	5
Upgraded Spindle Part	5
Parhelion Platinum	1

MELEE ATTACK BOOST I

Type	Common
Sell Price	500
Boosts melee attack by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Pure White Caro Tusk	1
Thick Falsaxum Horn	1
Muscled Suid Bulge	1
White Cometite	1

MELEE ATTACK BOOST V

Type	Common
Sell Price	900
Boosts melee attack by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Pure White Caro Tusk	2
Thick Falsaxum Horn	2
Muscled Suid Bulge	2
Dawnstone	1

MELEE ATTACK BOOST X

Type	Rare
Sell Price	1400
Boosts melee attack by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Pure White Caro Tusk	8
Standard Blade Module	8
Lone Purple Ictus Stinger	8
Everfreeze Ore	2

MELEE ATTACK BOOST XV

Type	Unique
Sell Price	1900
Boosts melee attack by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Pure White Caro Tusk	24
Standard Blade Module	24
Lone Purple Ictus Stinger	24
Foucaultium	8

MELEE ATTACK BOOST XX

Type	Intergalactic
Sell Price	2500
Boosts melee attack by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Pure White Caro Tusk	48
Standard Blade Module	48
Lone Purple Ictus Stinger	48
Bonjelium	16

RANGED ATTACK BOOST I

Type	Common
Sell Price	500
Boosts ranged attack by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Beryl Aetrygon Horn	1
Pure White Caro Tusk	1
Appetizing Suid Tail	1
White Cometite	1

RANGED ATTACK BOOST V

Type	Common
Sell Price	900
Boosts ranged attack by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Beryl Aetrygon Horn	2
Pure White Caro Tusk	2
Appetizing Suid Tail	2
Dawnstone	1

RANGED ATTACK BOOST X

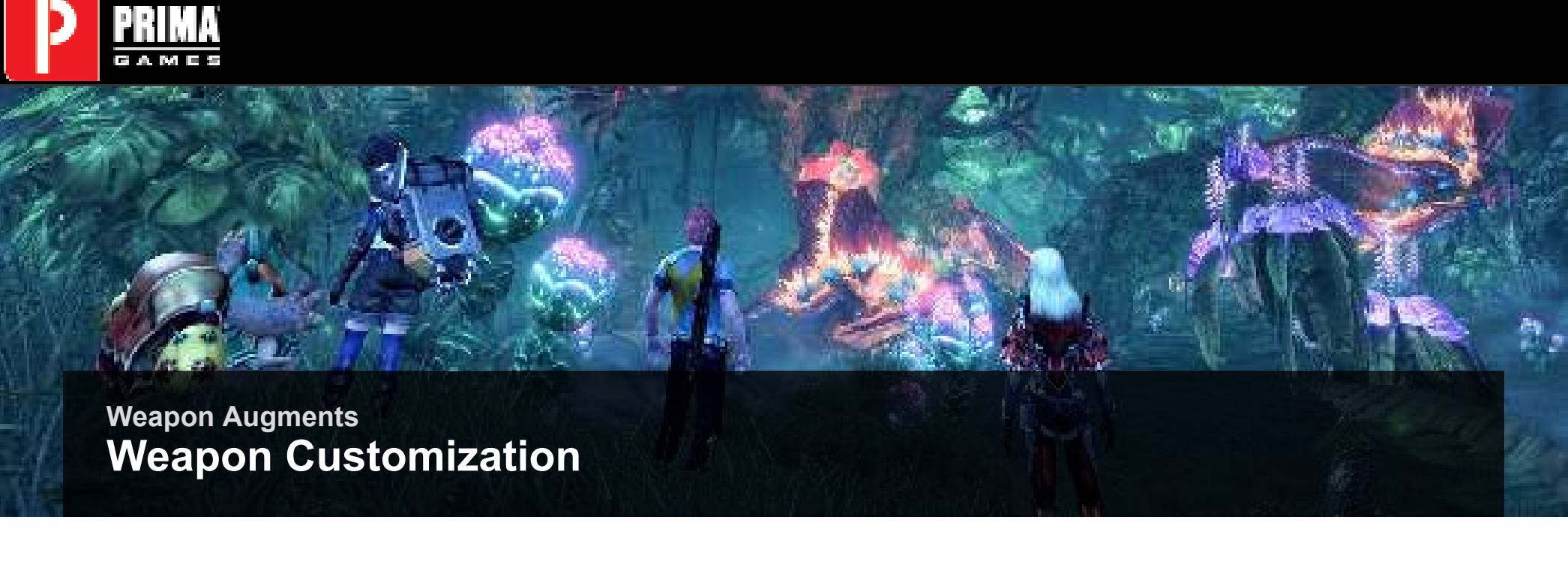
Type	Rare
Sell Price	1400
Boosts ranged attack by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Beryl Aetrygon Horn	8
Black Petramand Silk	8
Lone White Ictus Stinger	8
Everfreeze Ore	2

RANGED ATTACK BOOST XV

Type	Unique
Sell Price	1900
Boosts ranged attack by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Beryl Aetrygon Horn	24
Black Petramand Silk	24
Lone White Ictus Stinger	24
Foucaultium	8

RANGED ATTACK BOOST XX

Type	Intergalactic
Sell Price	2500
Boosts ranged attack by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Beryl Aetrygon Horn	48
Black Petramand Silk	48
Lone White Ictus Stinger	48
Bonjelium	16



Weapon Augments

Weapon Customization

WEAPON ATTACK POWER UP I	
Type	Common
Sell Price	500
Boosts weapon attack by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	1
Insect Jaw	1
Strong Purgovent Extract	1
White Cometite	1

WEAPON ATTACK POWER UP V	
Type	Common
Sell Price	900
Boosts weapon attack by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	2
Insect Jaw	2
Strong Purgovent Extract	2
Dawnstone	1

WEAPON ATTACK POWER UP X	
Type	Rare
Sell Price	1400
Boosts weapon attack by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Giant Cells	8
Visigel Poison Orb	8
Silver Cantor Tooth	8
Everfreeze Ore	2

WEAPON ATTACK POWER UP XV	
Type	Unique
Sell Price	1900
Boosts weapon attack by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Quality Giant Cells	16
Visigel Poison Orb	16
Silver Cantor Tooth	16
Foucaultium	4

WEAPON ATTACK POWER UP XX	
Type	Intergalactic
Sell Price	2500
Boosts weapon attack by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Quality Giant Cells	32
Visigel Poison Orb	32
Silver Cantor Tooth	32
Bonjelium	8

STABILIZER I	
Type	Common
Sell Price	500
Boosts weapon stability by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	1
Arc Sand Ore	1

STABILIZER V	
Type	Common
Sell Price	900
Boosts weapon stability by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	2
Lionbone Bort	1

STABILIZER X	
Type	Rare
Sell Price	1400
Boosts weapon stability by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	3
Enduron Lead	1

STABILIZER XV	
Type	Unique
Sell Price	1900
Boosts weapon stability by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Poisonous Needle	4
Boiled-Egg Ore	1

STABILIZER XX	
Type	Intergalactic
Sell Price	2500
Boosts weapon stability by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Poisonous Needle	5
Marine Rutile	1

DESTABILIZER I	
Type	Common
Sell Price	500
Reduces Weapon Stability by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	1
Arc Sand Ore	1

DESTABILIZER V	
Type	Common
Sell Price	900
Reduces Weapon Stability by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	2
Lionbone Bort	1

DESTABILIZER X	
Type	Rare
Sell Price	1400
Reduces Weapon Stability by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	3
Enduron Lead	1

DESTABILIZER XV	
Type	Unique
Sell Price	1900
Reduces Weapon Stability by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Pincer	4
Boiled-Egg Ore	1

DESTABILIZER XX	
Type	Intergalactic
Sell Price	2500
Reduces Weapon Stability by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Pincer	5
Marine Rutile	1

MAGAZINE CAPACITY UP I	
Type	Common
Sell Price	500
Increases Magazine Capacity for Ranged Weapons by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Genuine Crank	1
Standard Shaft	1
Fine Black Belt	1
White Cometite	1

MAGAZINE CAPACITY UP V	
Type	Common
Sell Price	900
Increases Magazine Capacity for Ranged Weapons by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Genuine Crank	2
Standard Shaft	2
Fine Black Belt	2
Dawnstone	1

MAGAZINE CAPACITY UP X	
Type	Rare
Sell Price	1400
Increases Magazine Capacity for Ranged Weapons by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Genuine Crank	4
White Stabilizer	4
Sturdy Drakebone	4
Everfreeze Ore	2

MAGAZINE CAPACITY UP XV	
Type	Unique
Sell Price	1900
Increases Magazine Capacity for Ranged Weapons by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Genuine Crank	8
White Stabilizer	8
Sturdy Drakebone	8
Foucaultium	4

MAGAZINE CAPACITY UP XX	
Type	Intergalactic
Sell Price	2500
Increases Magazine Capacity for Ranged Weapons by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Genuine Crank	16
White Stabilizer	16
Sturdy Drakebone	16
Bonjelium	8

MELEE: TP GAIN UP	
Type	Unique
Sell Price	1000
Boosts TP Gain for Melee auto-attacks by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Coil	12
Flaming Rock	12
Crimson Sacrifole Feather	12
White Cometite	12

RANGED: TP GAIN UP	
Type	Unique
Sell Price	1000
Boosts TP Gain for Ranged auto-attacks by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Genuine Frame	12
Black Yggralith Nut	1
Virago Alloy Plate	12
White Cometite	12

COOLDOWN REDUCER I	
Type	Common
Sell Price	500
Reduces auto-attack cooldown by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Fuse	1
Golden Simius Mane	1
Upgraded Shaft Part	1
White Cometite	1

COOLDOWN REDUCER V	
Type	Common
Sell Price	900
Reduces auto-attack cooldown by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Fuse	2
Golden Simius Mane	2
Upgraded Shaft Part	2
Dawnstone	1

COOLDOWN REDUCER X	
Type	Rare
Sell Price	1400
Reduces auto-attack cooldown by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Fuse	3
Spathi Glyph	3
White Yddralith Nut	3
Everfreeze Ore	2

COOLDOWN REDUCER XV	
Type	Unique
Sell Price	1900
Reduces auto-attack cooldown by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Quality Fuse	6
Spathi Glyph	4
White Yddralith Nut	4
Foucaultium	4

COOLDOWN REDUCER XX	
Type	Intergalactic
Sell Price	2500
Reduces auto-attack cooldown by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Quality Fuse	12
Spathi Glyph	5
White Yddralith Nut	5
Bonjelium	16

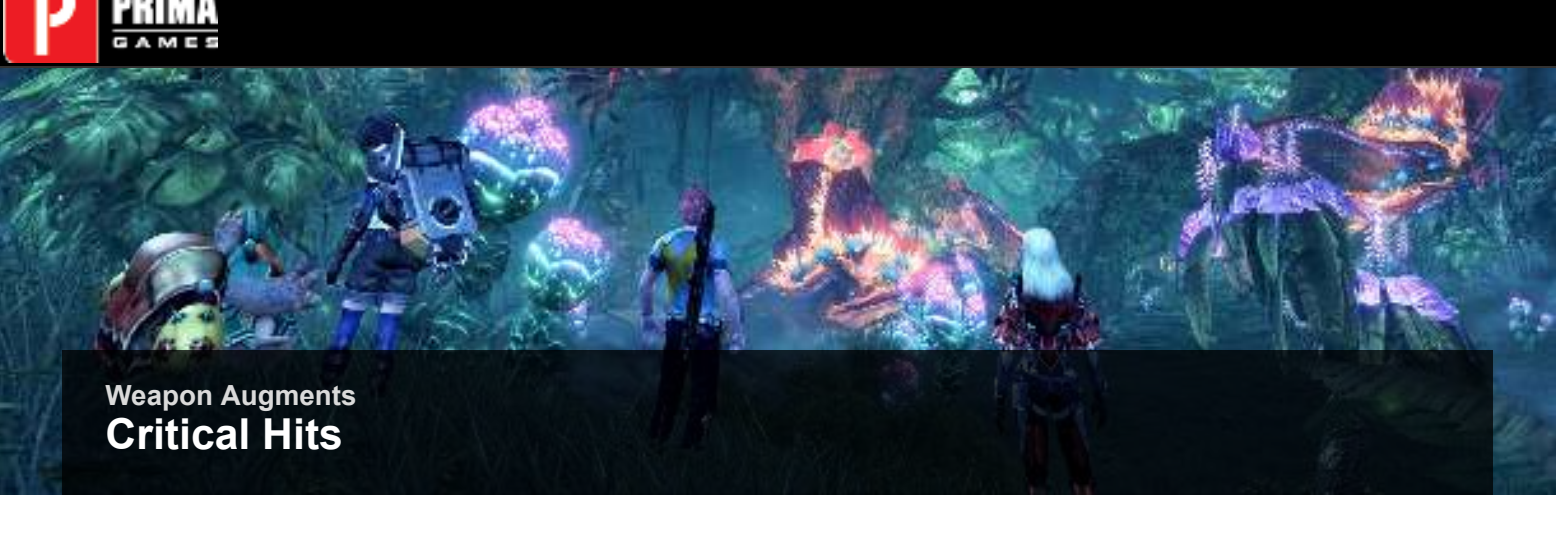
FIRING RANGE UP I	
Type	Common
Sell Price	500
Boosts ranged weapon range by 5m.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Straw	1
Used Cylinder	1
Aurorite	1

FIRING RANGE UP V	
Type	Common
Sell Price	900
Boosts ranged weapon range by 9m.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Straw	2
Used Cylinder	2
Inernium	1

FIRING RANGE UP X	
Type	Rare
Sell Price	1400
Boosts ranged weapon range by 14m.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Straw	3
Coronid Larynx	3
Cimmerian Cinnabar	1

FIRING RANGE UP XV	
Type	Unique
Sell Price	1900
Boosts ranged weapon range by 20m.	
Required Miranium	1500
REQUIRED MATERIALS	
Turba Straw	4
Coronid Larynx	4
Ouroboros Crystal	1

FIRING RANGE UP XX	
Type	Intergalactic
Sell Price	2500
Boosts ranged weapon range by 25m.	
Required Miranium	2000
REQUIRED MATERIALS	
Turba Straw	5
Coronid Larynx	5
Parhelion Platinum	1



Weapon Augments
Critical Hits

CRITICAL CHANCE UP I	
Type	Common
Sell Price	300
Boosts critical chance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Oc-serv Hand	1
Ziggian Long Antennae	1
Forfex Miso	1
White Cometite	1

CRITICAL CHANCE UP V	
Type	Common
Sell Price	540
Boosts critical chance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Oc-serv Hand	2
Ziggian Long Antennae	2
Forfex Miso	2
Dawnstone	1

CRITICAL CHANCE UP X	
Type	Rare
Sell Price	840
Boosts critical chance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Oc-serv Hand	3
Lone Red Ictus Stinger	3
Spiked Tail Fin	3
Everfreeze Ore	1

CRITICAL CHANCE UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Oc-serv Hand	4
Lone Red Ictus Stinger	4
Spiked Tail Fin	4
Foucaultium	1

CRITICAL CHANCE UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Oc-serv Hand	5
Lone Red Ictus Stinger	5
Spiked Tail Fin	5
Bonjelium	1

THEROID CRITICALS UP I	
Type	Common
Sell Price	300
Boosts critical chance against theroid enemies by 2.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

THEROID CRITICALS UP V	
Type	Common
Sell Price	540
Boosts critical chance against theroid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

THEROID CRITICALS UP X	
Type	Rare
Sell Price	840
Boosts critical chance against theroid enemies by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	3
Enduron Lead	1

THEROID CRITICALS UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance against theroid enemies by 30.	
Required Miranium	1500
REQUIRED MATERIALS	
Fleecy Fur	4
Boiled-Egg Ore	1

THEROID CRITICALS UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance against theroid enemies by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Fleecy Fur	5
Marine Rutile	1

INSECTOID CRITICALS UP I	
Type	Common
Sell Price	300
Boosts critical chance against insectoid enemies by 2.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	1
Arc Sand Ore	1

INSECTOID CRITICALS UP V	
Type	Common
Sell Price	540
Boosts critical chance against insectoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	2
Lionbone Bort	1

INSECTOID CRITICALS UP X	
Type	Rare
Sell Price	840
Boosts critical chance against insectoid enemies by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	3
Enduron Lead	1

INSECTOID CRITICALS UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance against insectoid enemies by 30.	
Required Miranium	1500
REQUIRED MATERIALS	
Tatty Insect Wing	4
Boiled-Egg Ore	1

INSECTOID CRITICALS UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance against insectoid enemies by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Tatty Insect Wing	5
Marine Rutile	1

PISCINOID CRITICALS UP I	
Type	Common
Sell Price	300
Boosts critical chance against piscinoid enemies by 2.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	1
Arc Sand Ore	1

PISCINOID CRITICALS UP V	
Type	Common
Sell Price	540
Boosts critical chance against piscinoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	2
Lionbone Bort	1

PISCINOID CRITICALS UP X	
Type	Rare
Sell Price	840
Boosts critical chance against piscinoid enemies by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	3
Enduron Lead	1

PISCINOID CRITICALS UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance against piscinoid enemies by 30.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Dorsal Fin	4
Boiled-Egg Ore	1

PISCINOID CRITICALS UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance against piscinoid enemies by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Dorsal Fin	5
Marine Rutile	1

HUMANOID CRITICALS UP I	
Type	Common
Sell Price	300
Boosts critical chance against humanoid enemies by 2.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	1
Arc Sand Ore	1

HUMANOID CRITICALS UP V	
Type	Common
Sell Price	540
Boosts critical chance against humanoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	2
Lionbone Bort	1

HUMANOID CRITICALS UP X	
Type	Rare
Sell Price	840
Boosts critical chance against humanoid enemies by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	3
Enduron Lead	1

HUMANOID CRITICALS UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance against humanoid enemies by 30.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Buckle	4
Boiled-Egg Ore	1

HUMANOID CRITICALS UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance against humanoid enemies by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Buckle	5
Marine Rutile	1

MECHANOID CRITICALS UP I	
Type	Common
Sell Price	300
Boosts critical chance against mechanoid enemies by 2.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	1
Arc Sand Ore	1

MECHANOID CRITICALS UP V	
Type	Common
Sell Price	540
Boosts critical chance against mechanoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	2
Lionbone Bort	1

MECHANOID CRITICALS UP X	
Type	Rare
Sell Price	840
Boosts critical chance against mechanoid enemies by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	3
Enduron Lead	1

MECHANOID CRITICALS UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance against mechanoid enemies by 30.	
Required Miranium	1500
REQUIRED MATERIALS	
Standard Crank	4
Boiled-Egg Ore	1

MECHANOID CRITICALS UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance against mechanoid enemies by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Standard Crank	5
Marine Rutile	1

CHIMEROID CRITICALS UP I	
Type	Common
Sell Price	300
Boosts critical chance against chimeroid enemies by 2.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	1
Bloodied Face	1
Fine White Belt	1
White Cometite	1

CHIMEROID CRITICALS UP V	
Type	Common
Sell Price	540
Boosts critical chance against chimeroid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	2
Bloodied Face	2
Fine White Belt	2
Dawnstone	1

CHIMEROID CRITICALS UP X	
Type	Rare
Sell Price	840
Boosts critical chance against chimeroid enemies by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	3
Black Colubrim Tail	3
Brown Colubrim Tail	3
Everfreeze	1

CHIMEROID CRITICALS UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance against chimeroid enemies by 30.	
Required Miranium	1500
REQUIRED MATERIALS	
Sticky Mucus	4
Black Colubrim Tail	4
Brown Colubrim Tail	4
Foucaultium	1

CHIMEROID CRITICALS UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance against chimeroid enemies by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Sticky Mucus	5
Black Colubrim Tail	5
Brown Colubrim Tail	5
Bonjelium	1

ULTRAFAUNA CRITICALS UP I	
Type	Common
Sell Price	300
Boosts critical chance against ultrafauna enemies by 2.	
Required Miranium	100
REQUIRED MATERIALS	
Thick Cinicula Horn	1
Black Electrical Tentacle	1
Hot Potamus Juice	1
White Cometite	1

ULTRAFAUNA CRITICALS UP V	
Type	Common
Sell Price	540
Boosts critical chance against ultrafauna enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Thick Cinicula Horn	2
Black Electrical Tentacle	2
Hot Potamus Juice	2
Dawnstone	1

ULTRAFAUNA CRITICALS UP X	
Type	Rare
Sell Price	840
Boosts critical chance against ultrafauna enemies by 20.	
Required Miranium	100
REQUIRED MATERIALS	
Thick Cinicula Horn	3
Reverse Colubrim Scale	3
Colubrim Eel Kebab	3
Everfreeze Ore	1

ULTRAFAUNA CRITICALS UP XV	
Type	Unique
Sell Price	1140
Boosts critical chance against Ultrafauna enemies by 30.	
Required Miranium	1500
REQUIRED MATERIALS	
Thick Cinicula Horn	4
Reverse Colubrim Scale	4
Colubrim Eel Kebab	4
Foucaultium	1

ULTRAFAUNA CRITICALS UP XX	
Type	Intergalactic
Sell Price	1500
Boosts critical chance against Ultrafauna enemies by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Thick Cinicula Horn	5
Reverse Colubrim Scale	5
Colubrim Eel Kebab	5
Bonjelium	1

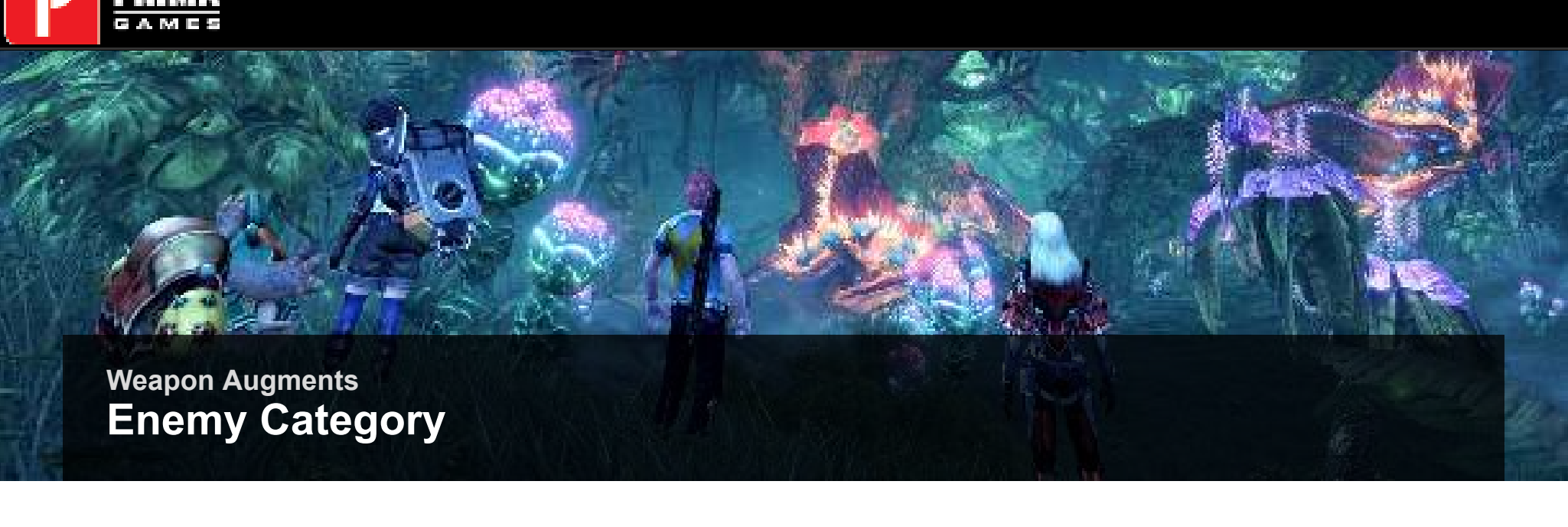
EXTEND CRITICAL POWER I	
Type	Common
Sell Price	300
Extends Critical Power effects granted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Gremlin Stone	1
Blue Progen Wing	1
Pristine Pincers	1
White Cometite	1

EXTEND CRITICAL POWER V	
Type	Common
Sell Price	540
Extends Critical Power effects granted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Gremlin Stone	2
Blue Progen Wing	2
Pristine Pincers	2
Dawnstone	1

EXTEND CRITICAL POWER X	
Type	Rare
Sell Price	840
Extends Critical Power effects granted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Gremlin Stone	3
Ornate Petramand Claw	3
Lophid Jaw meat	3
Everfreeze Ore	1

EXTEND CRITICAL POWER XV	
Type	Unique
Sell Price	1140
Extends Critical Power effects granted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Gremlin Stone	4
Ornate Petramand Claw	4
Lophid Jaw meat	4
Foucaultium	1

EXTEND CRITICAL POWER XX	
Type	Intergalactic
Sell Price	1500
Extends Critical Power effects granted by your Arts by seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Gremlin Stone	5
Ornate Petramand Claw	5
Lophid Jaw meat	5
Bonjelium	1



Weapon Augments

Enemy Category

THEROID SLAYER I	
Type	Common
Sell Price	300
Boosts damage to theroid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

THEROID SLAYER V	
Type	Common
Sell Price	540
Boosts damage to theroid enemies by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

THEROID SLAYER X	
Type	Rare
Sell Price	840
Boosts damage to theroid enemies by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	3
Enduron Lead	1

THEROID SLAYER XV	
Type	Unique
Sell Price	1140
Boosts damage to theroid enemies by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Fleecy Fur	4
Boiled-Egg Ore	1

THEROID SLAYER XX	
Type	Intergalactic
Sell Price	1500
Boosts damage to theroid enemies by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Fleecy Fur	5
Marine Rutile	1

INSECTOID SLAYER I	
Type	Common
Sell Price	300
Boosts damage to insectoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	1
Arc Sand Ore	1

INSECTOID SLAYER V	
Type	Common
Sell Price	540
Boosts damage to insectoid enemies by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	2
Lionbone Bort	1

INSECTOID SLAYER X	
Type	Rare
Sell Price	840
Boosts damage to insectoid enemies by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	3
Enduron Lead	1

INSECTOID SLAYER XV	
Type	Unique
Sell Price	1140
Boosts damage to insectoid enemies by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Tatty Insect Wing	4
Boiled-Egg Ore	1

INSECTOID SLAYER XX	
Type	Intergalactic
Sell Price	1500
Boosts damage to insectoid enemies by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Tatty Insect Wing	5
Marine Rutile	1

PISCINOID SLAYER I	
Type	Common
Sell Price	300
Boosts damage to piscinoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	1
Arc Sand Ore	1

PISCINOID SLAYER V	
Type	Common
Sell Price	540
Boosts damage to piscinoid enemies by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	2
Lionbone Bort	1

PISCINOID SLAYER X	
Type	Rare
Sell Price	840
Boosts damage to piscinoid enemies by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	3
Enduron Lead	1

PISCINOID SLAYER XV	
Type	Unique
Sell Price	1140
Boosts damage to piscinoid enemies by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Dorsal Fin	4
Boiled-Egg Ore	1

PISCINOID SLAYER XX	
Type	Intergalactic
Sell Price	1500
Boosts damage to piscinoid enemies by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Dorsal Fin	5
Marine Rutile	1

HUMANOID SLAYER I	
Type	Common
Sell Price	300
Boosts damage to humanoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	1
Arc Sand Ore	1

HUMANOID SLAYER V	
Type	Common
Sell Price	540
Boosts damage to humanoid enemies by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	2
Lionbone Bort	1

HUMANOID SLAYER X	
Type	Rare
Sell Price	840
Boosts damage to humanoid enemies by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	3
Enduron Lead	1

HUMANOID SLAYER XV	
Type	Unique
Sell Price	1140
Boosts damage to humanoid enemies by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Buckle	4
Boiled-Egg Ore	1

HUMANOID SLAYER XX	
Type	Intergalactic
Sell Price	1500
Boosts damage to humanoid enemies by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Buckle	5
Marine Rutile	1

MECHANOID SLAYER I	
Type	Common
Sell Price	300
Boosts damage to mechanoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	1
Arc Sand Ore	1

MECHANOID SLAYER V	
Type	Common
Sell Price	540
Boosts damage to mechanoid enemies by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	2
Lionbone Bort	1

MECHANOID SLAYER X	
Type	Rare
Sell Price	840
Boosts damage to mechanoid enemies by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	3
Enduron Lead	1

MECHANOID SLAYER XV	
Type	Unique
Sell Price	1140
Boosts damage to mechanoid enemies by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Standard Crank	4
Boiled-Egg Ore	1

MECHANOID SLAYER XX	
Type	Intergalactic
Sell Price	1500
Boosts damage to mechanoid enemies by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Standard Crank	5
Marine Rutile	1

CHIMEROID SLAYER I	
Type	Common
Sell Price	300
Boosts damage to chimeroid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	1
Bloodied Face	1
Fine White Belt	1
White Cometite	1

CHIMEROID SLAYER V	
Type	Common
Sell Price	540
Boosts damage to chimeroid enemies by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	2
Bloodied Face	2
Fine White Belt	2
Dawnstone	1

CHIMEROID SLAYER X	
Type	Rare
Sell Price	840
Boosts damage to chimeroid enemies by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	3
Yellow Millepod Rock	3
Millepod Ice Rock	3
Everfreeze Ore	1

CHIMEROID SLAYER XV	
Type	Unique
Sell Price	1140
Boosts damage to chimeroid enemies by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Sticky Mucus	4
Yellow Millepod Rock	4
Millepod Ice Rock	4
Foucaultium	1

CHIMEROID SLAYER XX	
Type	Intergalactic
Sell Price	1500
Boosts damage to chimeroid enemies by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Sticky Mucus	5
Yellow Millepod Rock	5
Millepod Ice Rock	5
Bonjelium	1

ULTRAFAUNA SLAYER I	
Type	Common
Sell Price	300
Boosts damage to ultrafauna enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
White Forfex Shell	1
Black Electrical Tentacle	1
Hot Potamus Juice	1
White Cometite	1

ULTRAFAUNA SLAYER V	
Type	Common
Sell Price	540
Boosts damage to ultrafauna enemies by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
White Forfex Shell	2
Black Electrical Tentacle	2
Hot Potamus Juice	2
Dawnstone	1

ULTRAFAUNA SLAYER X	
Type	Rare
Sell Price	840
Boosts damage to ultrafauna enemies by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
White Forfex Shell	3
Reverse Millepod Scale	3
Deva Caladar’s Red Ear	3
Everfreeze Ore	1

ULTRAFAUNA SLAYER XV	
Type	Unique
Sell Price	1140
Boosts damage to ultrafauna enemies by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
White Forfex Shell	4
Reverse Millepod Scale	4
Deva Caladar’s Red Ear	4
Foucaultium	1

ULTRAFAUNA SLAYER XX	
Type	Intergalactic
Sell Price	1500
Boosts damage to ultrafauna enemies by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
White Forfex Shell	5
Reverse Millepod Scale	5
Deva Caladar’s Red Ear	5
Bonjelium	1

Weapon Augments

Attack Increase

PHYSICAL ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts physical damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Sharp Germivore Jaw	1
Giant Falsaxum Jaw	1
Aurorite	1

PHYSICAL ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts physical damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Sharp Germivore Jaw	2
Giant Falsaxum Jaw	2
Infernium	1

PHYSICAL ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts physical damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	

Experia Glyph	3
Reinforced Frame	3
Cimmerian Cinnabar	1

PHYSICAL ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts physical damage by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Experia Glyph	4
Reinforced Frame	4
Ouroboros Crystal	1

PHYSICAL ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts physical damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Experia Glyph	5
Reinforced Frame	5
Parhelion Platinum	1

BEAM ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts beam damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Quirky Liver	1
Gold Monoceros Horn	1
Aurorite	1

BEAM ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts beam damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Quirky Liver	2
Gold Monoceros Horn	2
Infernium	1

BEAM ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts beam damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Esse Glyph	3
Advanced Lens	3
Cimmerian Cinnabar	1

BEAM ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts beam damage by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Esse Glyph	4
Advanced Lens	4
Ouroboros Crystal	1

BEAM ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts beam damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Esse Glyph	5
Advanced Lens	5
Parhelion Platinum	1

ETHER ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts ether damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Fragment	1
Golden Progen Wing	1
Aurorite	1

ETHER ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts ether damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Fragment	2
Golden Progen Wing	2
Infernium	1

ETHER ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts ether damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Creare Glyph	3
Purple Cervus Antlers	3
Cimmerian Cinnabar	1

ETHER ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts ether damage by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Creare Glyph	4
Purple Cervus Antlers	4
Ouroboros Crystal	1

ETHER ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts ether damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Creare Glyph	5
Purple Cervus Antlers	5
Parhelion Platinum	1

THERMAL ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts thermal damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Plunger	1
Herculean Beast Hair	1
Aurorite	1

THERMAL ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts thermal damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Plunger	2
Black Meaty Caecus Liver	2
Infernium	1

THERMAL ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts thermal damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Experia Glyph	3
Jacul Horn	3
Cimmerian Cinnabar	1

THERMAL ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts thermal damage by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Experia Glyph	4
Jacul Horn	4
Ouroboros Crystal	1

THERMAL ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts thermal damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Experia Glyph	5
Jacul Horn	5
Parhelion Platinum	1

ELECTRIC ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts electric damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Quo Pod	1
Black Scintimure Tentacle	1
Aurorite	1

ELECTRIC ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts electric damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Vivohast Crescent Hook	2
Black Scintimure Tentacle	2
Infernium	1

ELECTRIC ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts electric damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Scienti Glyph	3
Reinforced Plug	3
Cimmerian Cinnabar	1

ELECTRIC ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts electric damage by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Scienti Glyph	3
Reinforced Plug	3
Ouroboros Crystal	1

ELECTRIC ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts electric damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Scienti Glyph	5
Reinforced Plug	5
Parhelion Platinum	1

GRAVITY ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts gravity damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Black Gyrocompass	1
Visigel Waterfall Orb	1
Aurorite	1

GRAVITY ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts gravity damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Black Gyrocompass	1
Visigel Waterfall Orb	1
Infernium	1

GRAVITY ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts gravity damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Esse Glyph	3
Gold Sylooth Brace	3
Cimmerian Cinnabar	1

GRAVITY ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts gravity damage by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Esse Glyph	4
Gold Sylooth Brace	4
Ouroboros Crystal	1

GRAVITY ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts gravity damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Esse Glyph	5
Gold Sylooth Brace	5
Parhelion Platinum	1

FRONT ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts damage by 5% when attacking from the front.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Bill	1
Auravis Horn	1
Aurorite	1

FRONT ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts damage by 9% when attacking from the front.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Bill	2
Auravis Horn	2
Infernium	1

FRONT ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts damage by 14% when attacking from the front.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Bill	3
Black Vigent Rock Scalp	3
Cimmerian Cinnabar	1

FRONT ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts damage by 20% when attacking from the front.	
Required Miranium	1500
REQUIRED MATERIALS	
Cracked Bill	4
Black Vigent Rock Scalp	4
Ouroboros Crystal	1

FRONT ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts damage by 25% when attacking from the front.	
Required Miranium	2000
REQUIRED MATERIALS	
Cracked Bill	5
Black Vigent Rock Scalp	5
Parhelion Platinum	1

SIDE ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts damage by 5% when attacking from the side.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Claw	1
Green Blatta Wing	1
Aurorite	1

SIDE ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts damage by 9% when attacking from the side.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Claw	2
Green Blatta Wing	2
Infernium	1

SIDE ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts damage by 14% when attacking from the side.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Claw	3
Ingrown Virago Claw	3
Cimmerian Cinnabar	1

SIDE ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts damage by 20% when attacking from the side.	
Required Miranium	1500
REQUIRED MATERIALS	
Pristine Claw	4
Ingrown Virago Claw	4
Ouroboros Crystal	1

SIDE ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts damage by 25% when attacking from the side.	
Required Miranium	2000
REQUIRED MATERIALS	
Pristine Claw	5
Ingrown Virago Claw	5
Parhelion Platinum	1

BACK ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts damage by 5% when attacking from behind.	
Required Miranium	100
REQUIRED MATERIALS	
Jagged Grex Tail	1
Ebony Evello Egg	1
Aurorite	1

BACK ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts damage by 9% when attacking from behind.	
Required Miranium	100
REQUIRED MATERIALS	
Jagged Grex Tail	2
Ebony Evello Egg	2
Infernium	1

BACK ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts damage by 14% when attacking from behind.	
Required Miranium	100
REQUIRED MATERIALS	
Jagged Grex Tail	3
Purple Virago Alloy Plate	3
Cimmerian Cinnabar	1

BACK ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts damage by 20% when attacking from behind.	
Required Miranium	1500
REQUIRED MATERIALS	
Jagged Grex Tail	4
Purple Virago Alloy Plate	4
Ouroboros Crystal	1

BACK ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts damage by 25% when attacking from behind.	
Required Miranium	2000
REQUIRED MATERIALS	
Jagged Grex Tail	5
Purple Virago Alloy Plate	5
Parhelion Platinum	1

VANTAGE ATTACK PLUS I	
Type	Common
Sell Price	500
Boosts damage by 5% when attacking from above.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	1
Arc Sand Ore	1

VANTAGE ATTACK PLUS V	
Type	Common
Sell Price	900
Boosts damage by 9% when attacking from above.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	2
Lionbone Bort	1

VANTAGE ATTACK PLUS X	
Type	Rare
Sell Price	1400
Boosts damage by 14% when attacking from above.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	3
Enduron Lead	1

VANTAGE ATTACK PLUS XV	
Type	Unique
Sell Price	1900
Boosts damage by 20% when attacking from above.	
Required Miranium	1500
REQUIRED MATERIALS	
Supple Leather	4
Boiled-Egg Ore	1

VANTAGE ATTACK PLUS XX	
Type	Intergalactic
Sell Price	2500
Boosts damage by 25% when attacking from above.	
Required Miranium	2000
REQUIRED MATERIALS	
Supple Leather	5
Marine Rutile	1

MELEE: BLACKOUT I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Blackout I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	1
Arc Sand Ore	1

MELEE: BLACKOUT V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Blackout I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	2
Lionbone Bort	1

MELEE: BLACKOUT X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Blackout II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	3
Enduron Lead	1

MELEE: BLACKOUT XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Blackout III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Ovis Polishing Stone	4
Boiled-Egg Ore	1

MELEE: BLACKOUT XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Blackout IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Ovis Polishing Stone	5
Marine Rutile	1

MELEE: FATIGUE I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Fatigue I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Arc Sand Ore	1

MELEE: FATIGUE V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Fatigue I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Lionbone Bort	1

MELEE: FATIGUE X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Fatigue II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	3
Enduron Lead	1

MELEE: FATIGUE XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Fatigue III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Muscled Suid Bulge	4
Boiled-Egg Ore	1

MELEE: FATIGUE XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Fatigue IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Muscled Suid Bulge	5
Marine Rutile	1

MELEE: PHYSICAL RES DOWN I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Physical Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	1
Arc Sand Ore	1

MELEE: PHYSICAL RES DOWN V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Physical Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	2
Lionbone Bort	1

MELEE: PHYSICAL RES DOWN X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Physical Res Down II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	3
Enduron Lead	1

MELEE: PHYSICAL RES DOWN XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Physical Res Down III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Juicy Wild Meat	4
Boiled-Egg Ore	1

MELEE: PHYSICAL RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Physical Res Down IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Juicy Wild Meat	5
Marine Rutile	1

MELEE: BEAM RES DOWN I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Beam Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	1
Arc Sand Ore	1

MELEE: BEAM RES DOWN V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Beam Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	2
Lionbone Bort	1

MELEE: BEAM RES DOWN X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Beam Res Down II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	3
Enduron Lead	1

MELEE: BEAM RES DOWN XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Beam Res Down III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Straw	4
Boiled-Egg Ore	1

MELEE: BEAM RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Beam Res Down IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Straw	5
Marine Rutile	1

MELEE: ETHER RES DOWN I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Ether Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	1
Arc Sand Ore	1

MELEE: ETHER RES DOWN V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Ether Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	2
Lionbone Bort	1

MELEE: ETHER RES DOWN X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Ether Res Down II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	3
Enduron Lead	1

MELEE: ETHER RES DOWN XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Ether Res Down III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Perforated Oar	4
Boiled-Egg Ore	1

MELEE: ETHER RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Ether Res Down IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Perforated Oar	5
Marine Rutile	1

MELEE: THERMAL RES DOWN I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Thermal Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	1
Arc Sand Ore	1

MELEE: THERMAL RES DOWN V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Thermal Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	2
Lionbone Bort	1

MELEE: THERMAL RES DOWN X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Thermal Res Down II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	3
Enduron Lead	1

MELEE: THERMAL RES DOWN XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Thermal Res Down III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Forfex Shell	4
Boiled-Egg Ore	1

MELEE: THERMAL RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Thermal Res Down IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Forfex Shell	5
Marine Rutile	1

MELEE: ELECTRIC RES DOWN I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Electric Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	1
Arc Sand Ore	1

MELEE: ELECTRIC RES DOWN V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Electric Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	2
Lionbone Bort	1

MELEE: ELECTRIC RES DOWN X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Electric Res Down II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	3
Enduron Lead	1

MELEE: ELECTRIC RES DOWN XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Electric Res Down III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Muddy Pelt	4
Boiled-Egg Ore	1

MELEE: ELECTRIC RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Electric Res Down IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Muddy Pelt	5
Marine Rutile	1

MELEE: GRAVITY RES DOWN I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Gravity Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	1
Arc Sand Ore	1

MELEE: GRAVITY RES DOWN V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Gravity Res Down I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	2
Lionbone Bort	1

MELEE: GRAVITY RES DOWN X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Gravity Res Down II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	3
Enduron Lead	1

MELEE: GRAVITY RES DOWN XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Gravity Res Down III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Blatta Wing	4
Boiled-Egg Ore	1

MELEE: GRAVITY RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Gravity Res Down IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Blatta Wing	5
Marine Rutile	1

MELEE: BLAZE I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Blaze I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	1
Pugility Lamp	1
Aurorite	1

MELEE: BLAZE V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Blaze I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	2
Pugility Lamp	2
Infernium	1

MELEE: BLAZE X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Blaze II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	

Scirpo Malic Acid Sac	3
Imperial Sphinx Fang	3
Cimmerian Cinnabar	1

MELEE: BLAZE XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Blaze III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	4
Imperial Sphinx Fang	4
Ouroboros Crystal	1

MELEE: BLAZE XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Blaze IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	5
Imperial Sphinx Fang	5
Parhelion Platinum	1

MELEE: SHOCK I	
Type	Common
Sell Price	200
Grants a very low chance of inflicting Shock I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Cyanide Sac	1
Electrified Xeno Blood	1
Aurorite	1

MELEE: SHOCK V	
Type	Common
Sell Price	360
Grants a very high chance of inflicting Shock I when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Cyanide Sac	2
Electrified Xeno Blood	2
Infernium	1

MELEE: SHOCK X	
Type	Rare
Sell Price	560
Grants a very high chance of inflicting Shock II when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Cyanide Sac	3
Electric Tersqual Tear	3
Cimmerian Cinnabar	1

MELEE: SHOCK XV	
Type	Unique
Sell Price	760
Grants a very high chance of inflicting Shock III when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Scirpo Cyanide Sac	4
Electric Tersqual Tear	4
Ouroboros Crystal	1

MELEE: SHOCK XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of inflicting Shock IV when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Scirpo Cyanide Sac	5
Electric Tersqual Tear	5
Parhelion Platinum	1

MELEE: RECOVER HP I	
Type	Common
Sell Price	500
Grants a very low chance of recovering 10 HP when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Thallus Crescent Hook	1
Green Monoceros Horn	1
Liceor Horn	1
White Cometite	1

MELEE: RECOVER HP V	
Type	Common
Sell Price	900
Grants a very high chance of recovering 50 HP when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Thallus Crescent Hook	2
Green Monoceros Horn	2
Liceor Horn	2
Dawnstone	1

MELEE: RECOVER HP X	
Type	Rare
Sell Price	1400
Grants a very high chance of recovering 100 HP when melee auto-attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Thallus Crescent Hook	3
Millesaur Dung	3
Coronid Dung	3
Everfreeze Ore	1

MELEE: RECOVER HP XV	
Type	Unique
Sell Price	1900
Grants a very high chance of recovering 150 HP when melee auto-attacking.	
Required Miranium	1500
REQUIRED MATERIALS	
Thallus Crescent Hook	4
Millesaur Dung	4
Coronid Dung	4
Foucaultium	1

MELEE: RECOVER HP XX	
Type	Intergalactic
Sell Price	2500
Grants a very high chance of recovering 200 HP when melee auto-attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Thallus Crescent Hook	5
Millesaur Dung	5
Coronid Dung	5
Bonjelium	1

SOFT TOUCH I	
Type	Common
Sell Price	300
Grants a 10% chance of not waking a sleeping enemy when attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Terebra Paw Stamp	1
Arc Sand Ore	1

SOFT TOUCH V	
Type	Common
Sell Price	540
Grants a 18% chance of not waking a sleeping enemy when attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Terebra Paw Stamp	2
Lionbone Bort	1

SOFT TOUCH X	
Type	Rare
Sell Price	840
Grants a 28% chance of not waking a sleeping enemy when attacking.	
Required Miranium	100
REQUIRED MATERIALS	
Arenatect Shell	8
Blue Jacul Wing	8
Gerrid Navel	8
Everfreeze Ore	2

SOFT TOUCH XV	
Type	Unique
Sell Price	1140
Grants a 38% chance of not waking a sleeping enemy when attacking.	
Required Miranium	1500
REQUIRED MATERIALS	

Arenatect Shell	16
Blue Jacul Wing	16
Gerrid Navel	16
Foucaultium	4

SOFT TOUCH XX	
Type	Intergalactic
Sell Price	1500
Grants a 50% chance of not waking a sleeping enemy when attacking.	
Required Miranium	2000
REQUIRED MATERIALS	
Arenatect Shell	32
Blue Jacul Wing	32
Gerrid Navel	32
Bonjelium	8

NULLIFY PHYSICAL REFLECT I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of physical attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	1
Arc Sand Ore	1

NULLIFY PHYSICAL REFLECT V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of physical attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	2
Lionbone Bort	1

NULLIFY PHYSICAL REFLECT X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of physical attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	3
Enduron Lead	1

NULLIFY PHYSICAL REFLECT XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of physical attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Juicy Wild Meat	4
Boiled-Egg Ore	1

NULLIFY PHYSICAL REFLECT XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of physical attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Juicy Wild Meat	5
Marine Rutile	1

NULLIFY BEAM REFLECT I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of beam attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	1
Arc Sand Ore	1

NULLIFY BEAM REFLECT V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of beam attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	2
Lionbone Bort	1

NULLIFY BEAM REFLECT X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of beam attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	3
Enduron Lead	1

NULLIFY BEAM REFLECT XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of beam attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Straw	4
Boiled-Egg Ore	1

NULLIFY BEAM REFLECT XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of beam attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Straw	5
Marine Rutile	1

NULLIFY ETHER REFLECT I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of ether attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	1
Arc Sand Ore	1

NULLIFY ETHER REFLECT V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of ether attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	2
Lionbone Bort	1

NULLIFY ETHER REFLECT X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of ether attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	3
Enduron Lead	1

NULLIFY ETHER REFLECT XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of ether attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Perforated Oar	4
Boiled-Egg Ore	1

NULLIFY ETHER REFLECT XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of ether attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Perforated Oar	5
Marine Rutile	1

NULLIFY THERMAL REFLECT I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of thermal attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	1
Arc Sand Ore	1

NULLIFY THERMAL REFLECT V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of thermal attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	2
Lionbone Bort	1

NULLIFY THERMAL REFLECT X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of thermal attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	3
Enduron Lead	1

NULLIFY THERMAL REFLECT XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of thermal attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Forfex Shell	4
Boiled-Egg Ore	1

NULLIFY THERMAL REFLECT XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of thermal attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Forfex Shell	5
Marine Rutile	1

NULLIFY ELECTRIC REFLECT I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of electric attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	1
Arc Sand Ore	1

NULLIFY ELECTRIC REFLECT V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of electric attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	2
Lionbone Bort	1

NULLIFY ELECTRIC REFLECT X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of electric attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	3
Enduron Lead	1

NULLIFY ELECTRIC REFLECT XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of electric attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Muddy Pelt	4
Boiled-Egg Ore	1

NULLIFY ELECTRIC REFLECT XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of electric attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Muddy Pelt	5
Marine Rutile	1

NULLIFY GRAVITY REFLECT I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of Gravity attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	1
Arc Sand Ore	1

NULLIFY GRAVITY REFLECT V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of Gravity attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	2
Lionbone Bort	1

NULLIFY GRAVITY REFLECT X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of Gravity attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	3
Enduron Lead	1

NULLIFY GRAVITY REFLECT XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of Gravity attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Blatta Wing	4
Boiled-Egg Ore	1

NULLIFY GRAVITY REFLECT XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of Gravity attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Blatta Wing	5
Marine Rutile	1

OVERDRIVE COUNT UP I	
Type	Common
Sell Price	500
Boosts your Overdrive count by 1 when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Cluster	1
Moving Thallus Tail	1
Puge Counter	1
White Cometite	1

OVERDRIVE COUNT UP V	
Type	Common
Sell Price	900
Boosts your Overdrive count by 5 when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Cluster	2
Moving Thallus Tail	2
Puge Counter	2
Dawnstone	1

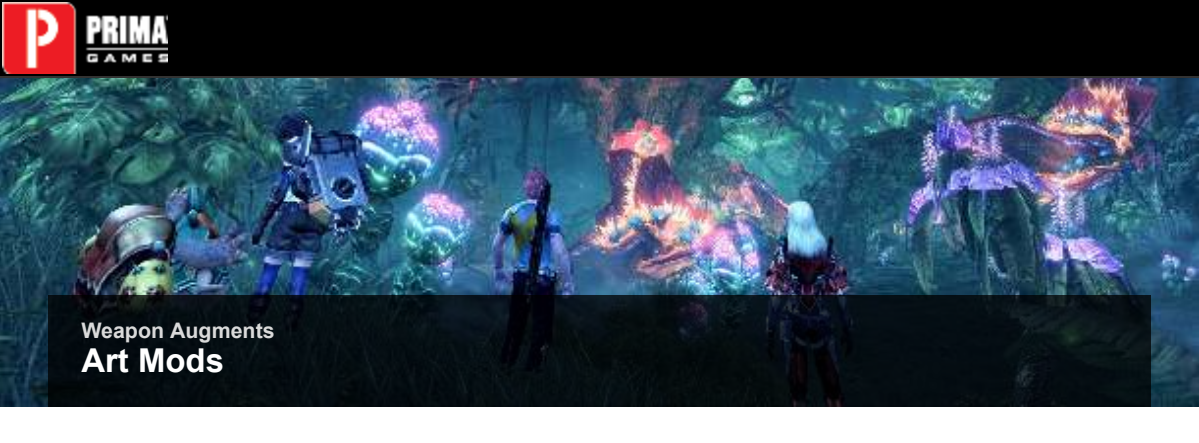
OVERDRIVE COUNT UP X	
Type	Rare
Sell Price	1400
Boosts your Overdrive count by 10 when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Cluster	4
Fertilized Jacul Egg	4
Maple Oil	4
Everfreeze Ore	2

OVERDRIVE COUNT UP XV	
Type	Unique
Sell Price	1900
Boosts your Overdrive count by 15 when activating Overdrive.	
Required Miranium	1500
REQUIRED MATERIALS	
Elemental Cluster	6
Fertilized Jacul Egg	6
Maple Oil	6
Foucaultium	4

OVERDRIVE COUNT UP XX	
Type	Intergalactic
Sell Price	2500
Boosts your Overdrive count by 20 when activating Overdrive.	
Required Miranium	2000
REQUIRED MATERIALS	
Elemental Cluster	12
Fertilized Jacul Egg	12
Maple Oil	12
Bonjelium	8

OVERDRIVE BLUE BONUS	
Type	Unique
Sell Price	1000
Adds 10 to your Overdrive count when using a blue Art during Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Emerald Whiskey	16
Crimson Dilus Eye	16
Moving Dilus Tail	16
White Cometite	24

OVERDRIVE GREEN BONUS	
Type	Unique
Sell Price	1000
Adds 3 to your Overdrive count when using a green Art during Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Galdr Head	24
Amber Dilus Eye	24
Sylooth Tonic Water	24
Bonjelium	12



Weapon Augments
Art Mods

ARTS: GAIN TP I	
Type	Common
Sell Price	500
Boosts TP by 10 when using an Art.	
Required Miranium	100
REQUIRED MATERIALS	
White Mortifole Feather	1
Ornate Insidia Claw	1
Blue Fungi	1
White Cometite	1

ARTS: GAIN TP V	
Type	Common
Sell Price	900
Boosts TP by 50 when using an Art.	
Required Miranium	100
REQUIRED MATERIALS	
White Mortifole Feather	2
Ornate Insidia Claw	2
Blue Fungi	2
Dawnstone	1

ARTS: GAIN TP X	
Type	Rare
Sell Price	1400
Boosts TP by 100 when using an Art.	
Required Miranium	100
REQUIRED MATERIALS	
White Mortifole Feather	8
Aeviter Star Wing	8
Red Vigent Rock Scalp	8
Everfreeze Ore	2

ARTS: GAIN TP XV	
Type	Unique
Sell Price	1900
Boosts TP by 150 when using an Art.	
Required Miranium	1500
REQUIRED MATERIALS	
White Mortifole Feather	16
Aeviter Star Wing	16
Red Vigent Rock Scalp	16
Foucaultium	4

ARTS: GAIN TP XX	
Type	Intergalactic
Sell Price	2500
Boosts TP by 200 when using an Art.	
Required Miranium	2000
REQUIRED MATERIALS	
White Mortifole Feather	32
Aeviter Star Wing	32
Red Vigent Rock Scalp	32
Bonjelium	8

ARTS: RECOVER HP I	
Type	Common
Sell Price	500
Recovers 10 HP when using an Art.	
Required Miranium	100
REQUIRED MATERIALS	
Melon Oil	1
Silver Blatta Wing	1
Pristine Insect Jaw	1
White Cometite	1

ARTS: RECOVER HP V	
Type	Common
Sell Price	900
Recovers 50 HP when using an Art.	
Required Miranium	100
REQUIRED MATERIALS	
Melon Oil	2
Silver Blatta Wing	2
Pristine Insect Jaw	2
Dawnstone	1

ARTS: RECOVER HP X	
Type	Rare
Sell Price	1400
Recovers 100 HP when using an Art.	
Required Miranium	100
REQUIRED MATERIALS	
Melon Oil	8
Large Lophid Liver	8
Virago Blood Sweat	8
Everfreeze Ore	2

ARTS: RECOVER HP XV	
Type	Unique
Sell Price	1900
Recovers 150 HP when using an Art.	
Required Miranium	1500
REQUIRED MATERIALS	
Melon Oil	16
Large Lophid Liver	16
Virago Blood Sweat	16
Foucaultium	4

ARTS: RECOVER HP XX	
Type	Intergalactic
Sell Price	2500
Recovers 200 HP when using an Art.	
Required Miranium	2000
REQUIRED MATERIALS	
Melon Oil	32
Large Lophid Liver	32
Virago Blood Sweat	32
Bonjelium	8

SECONDARY CD REDUCER I	
Type	Common
Sell Price	500
Reduces secondary cooldown by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Advanced Jet	1
Brilliant Murra Liquid	1
Quality Shaft	1
White Cometite	1

SECONDARY CD REDUCER V	
Type	Common
Sell Price	900
Reduces secondary cooldown by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Advanced Jet	2
Brilliant Murra Liquid	2
Quality Shaft	2
Dawnstone	1

SECONDARY CD REDUCER X	
Type	Rare
Sell Price	1400
Reduces secondary cooldown by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Liceor Sun Bead	3
Coconut Oil	3
Yggralith Recovery Horn	3
Everfreeze Ore	2

SECONDARY CD REDUCER XV	
Type	Unique
Sell Price	1900
Reduces secondary cooldown by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Liceor Sun Bead	6
Coconut Oil	6
Yggralith Recovery Horn	6
Foucaultium	4

SECONDARY CD REDUCER XX	
Type	Intergalactic
Sell Price	2500
Reduces secondary cooldown by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Liceor Sun Bead	12
Coconut Oil	12
Yggralith Recovery Horn	12
Bonjelium	8

EXTEND BLAZE I	
Type	Common
Sell Price	200
Extends Blaze effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	1
Arc Sand Ore	1

EXTEND BLAZE V	
Type	Common
Sell Price	360
Extends Blaze effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	2
Lionbone Bort	1

EXTEND BLAZE X	
Type	Rare
Sell Price	560
Extends Blaze effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	3
Enduron Lead	1

EXTEND BLAZE XV	
Type	Unique
Sell Price	760
Extends Blaze effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Poisonous Needle	4
Boiled-Egg Ore	1

EXTEND BLAZE XX	
Type	Intergalactic
Sell Price	1000
Extends Blaze effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Poisonous Needle	5
Marine Rutile	1

EXTEND SHOCK I	
Type	Common
Sell Price	200
Extends Shock effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fang	1
Arc Sand Ore	1

EXTEND SHOCK V	
Type	Common
Sell Price	360
Extends Shock effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fang	2
Lionbone Bort	1

EXTEND SHOCK X	
Type	Rare
Sell Price	560
Extends Shock effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fang	3
Enduron Lead	1

EXTEND SHOCK XV	
Type	Unique
Sell Price	760
Extends Shock effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Vesper Fang	4
Boiled-Egg Ore	1

EXTEND SHOCK XX	
Type	Intergalactic
Sell Price	1000
Extends Shock effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Vesper Fang	5
Marine Rutile	1

EXTEND PHYSICAL RES DOWN I	
Type	Common
Sell Price	200
Extends Physical Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	1
Arc Sand Ore	1

EXTEND PHYSICAL RES DOWN V	
Type	Common
Sell Price	360
Extends Physical Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	2
Lionbone Bort	1

EXTEND PHYSICAL RES DOWN X	
Type	Rare
Sell Price	560
Extends Physical Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	3
Enduron Lead	1

EXTEND PHYSICAL RES DOWN XV	
Type	Unique
Sell Price	760
Extends Physical Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Juicy Wild Meat	4
Boiled-Egg Ore	1

EXTEND PHYSICAL RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Physical Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Juicy Wild Meat	5
Marine Rutile	1

EXTEND BEAM RES DOWN I	
Type	Common
Sell Price	200
Extends Beam Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	1
Arc Sand Ore	1

EXTEND BEAM RES DOWN V	
Type	Common
Sell Price	360
Extends Beam Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	2
Lionbone Bort	1

EXTEND BEAM RES DOWN X	
Type	Rare
Sell Price	560
Extends Beam Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	3
Enduron Lead	1

EXTEND BEAM RES DOWN XV	
Type	Unique
Sell Price	760
Extends Beam Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Straw	4
Boiled-Egg Ore	1

EXTEND BEAM RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Beam Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Straw	5
Marine Rutile	1

EXTEND ETHER RES DOWN I	
Type	Common
Sell Price	200
Extends Ether Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	1
Arc Sand Ore	1

EXTEND ETHER RES DOWN V	
Type	Common
Sell Price	360
Extends Ether Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	2
Lionbone Bort	1

EXTEND ETHER RES DOWN X	
Type	Rare
Sell Price	560
Extends Ether Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	3
Enduron Lead	1

EXTEND ETHER RES DOWN XV	
Type	Unique
Sell Price	760
Extends Ether Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Perforated Oar	4
Boiled-Egg Ore	1

EXTEND ETHER RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Ether Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Perforated Oar	5
Marine Rutile	1

EXTEND THERMAL RES DOWN I	
Type	Common
Sell Price	200
Extends Thermal Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	1
Arc Sand Ore	1

EXTEND THERMAL RES DOWN V	
Type	Common
Sell Price	360
Extends Thermal Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	2
Lionbone Bort	1

EXTEND THERMAL RES DOWN X	
Type	Rare
Sell Price	560
Extends Thermal Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	3
Enduron Lead	1

EXTEND THERMAL RES DOWN XV	
Type	Unique
Sell Price	760
Extends Thermal Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Forfex Shell	4
Boiled-Egg Ore	1

EXTEND THERMAL RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Thermal Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Forfex Shell	5
Marine Rutile	1

EXTEND ELECTRIC RES DOWN I	
Type	Common
Sell Price	200
Extends Electric Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	1
Arc Sand Ore	1

EXTEND ELECTRIC RES DOWN V	
Type	Common
Sell Price	360
Extends Electric Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	2
Lionbone Bort	1

EXTEND ELECTRIC RES DOWN X	
Type	Rare
Sell Price	560
Extends Electric Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	3
Enduron Lead	1

EXTEND ELECTRIC RES DOWN XV	
Type	Unique
Sell Price	760
Extends Electric Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Muddy Pelt	4
Boiled-Egg Ore	1

EXTEND ELECTRIC RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Electric Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Muddy Pelt	5
Marine Rutile	1

EXTEND GRAVITY RES DOWN I	
Type	Common
Sell Price	200
Extends Gravity Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	1
Arc Sand Ore	1

EXTEND GRAVITY RES DOWN V	
Type	Common
Sell Price	360
Extends Gravity Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	2
Lionbone Bort	1

EXTEND GRAVITY RES DOWN X	
Type	Rare
Sell Price	560
Extends Gravity Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	3
Enduron Lead	1

EXTEND GRAVITY RES DOWN XV	
Type	Unique
Sell Price	760
Extends Gravity Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Blatta Wing	4
Boiled-Egg Ore	1

EXTEND GRAVITY RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Gravity Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Blatta Wing	5
Marine Rutile	1

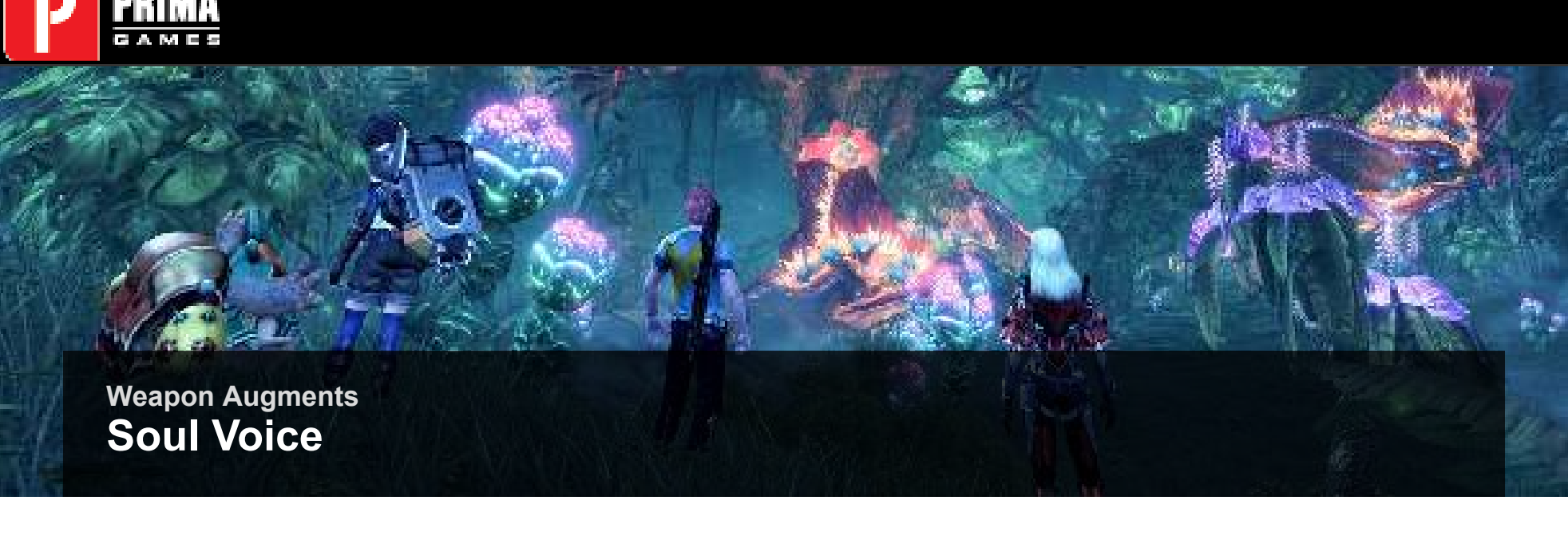
OPENING ART: DAMAGE UP I	
Type	Common
Sell Price	500
Boosts damage for Opening Arts by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Thallus Antenna	1
Monoceros Wing	1
Reinforced Thruster	1
White Cometite	1

OPENING ART: DAMAGE UP V	
Type	Common
Sell Price	900
Boosts damage for Opening Arts by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Thallus Antenna	2
Monoceros Wing	2
Reinforced Thruster	2
Dawnstone	1

OPENING ART: DAMAGE UP X	
Type	Rare
Sell Price	1400
Boosts damage for Opening Arts by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Thallus Antenna	3
Parasitic Capsule	3
Large Saw Tooth	3
Everfreeze Ore	1

OPENING ART: DAMAGE UP XV	
Type	Unique
Sell Price	1900
Boosts damage for Opening Arts by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Thallus Antenna	4
Parasitic Capsule	4
Large Saw Tooth	4
Foucaultium	1

OPENING ART: DAMAGE UP XX	
Type	Intergalactic
Sell Price	2500
Boosts damage for Opening Arts by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Thallus Antenna	5
Parasitic Capsule	5
Large Saw Tooth	5
Bonjelium	1



Weapon Augments

Soul Voice

MELEE DRAW SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Draw Melee” Soul Voice by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Simius Mane	1
Green Simius Mane	1
Aurorite	1

MELEE DRAW SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Draw Melee” Soul Voice by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Simius Mane	2
Green Simius Mane	2
Infernium	1

MELEE DRAW SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Draw Melee” Soul Voice by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Simius Mane	3
Black Stabilizer	3
Cimmerian Cinnabar	1

MELEE DRAW SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Draw Melee” Soul Voice by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Simius Mane	4
Black Stabilizer	4
Ouroboros Crystal	1

MELEE DRAW SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Draw Melee” Soul Voice by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Simius Mane	5
Black Stabilizer	5
Parhelion Platinum	1

RANGED DRAW SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Draw Ranged” Soul Voice by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Tectinsula Shell	1
Mephite Ear Hair	1
Aurorite	1

RANGED DRAW SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Draw Ranged” Soul Voice by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Tectinsula Shell	2
Mephite Ear Hair	2
Infernium	1

RANGED DRAW SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Draw Ranged” Soul Voice by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Tectinsula Shell	3
Genuine Chamber	3
Cimmerian Cinnabar	1

RANGED DRAW SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Draw Ranged” Soul Voice by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Tectinsula Shell	4
Genuine Chamber	4
Ouroboros Crystal	1

RANGED DRAW SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Draw Ranged” Soul Voice by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Tectinsula Shell	5
Genuine Chamber	5
Parhelion Platinum	1

ART DRAW SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Opening Art” Soul Voice by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Chipped Talon	1
Broken Antenna	1
Aurorite	1

ART DRAW SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Opening Art” Soul Voice by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Chipped Talon	2
Broken Antenna	2
Infernium	1

ART DRAW SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Opening Art” Soul Voice by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Chipped Talon	3
Broken Antenna	3
Cimmerian Cinnabar	1

ART DRAW SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Opening Art” Soul Voice by 19%.	
Required Miranium	1500
REQUIRED MATERIALS	
Chipped Talon	5
Turquoise Metal	1
Ouroboros Crystal	1

ART DRAW SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Opening Art” Soul Voice by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Chipped Talon	8
Turquoise Metal	2
Parhelion Platinum	1

CRITICAL SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Heavy Hitter” Soul Voice by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Unafulge Numbing Toxin	1
Tectinsula Back Moss	1
Aurorite	1

CRITICAL SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Heavy Hitter” Soul Voice by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Unafulge Numbing Toxin	2
Tectinsula Back Moss	2
Infernium	1

CRITICAL SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Heavy Hitter” Soul Voice by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Unafulge Numbing Toxin	3
White Yggralith Scale	3
Cimmerian Cinnabar	1

CRITICAL SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Heavy Hitter” Soul Voice by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Unafulge Numbing Toxin	4
White Yggralith Scale	4
Ouroboros Crystal	1

CRITICAL SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Heavy Hitter” Soul Voice by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Unafulge Numbing Toxin	5
White Yggralith Scale	5
Parhelion Platinum	1

CRUSH SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Dismemberer” Soul Voice by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Robust Evello Horn	1
Insidia Mohawk	1
Aurorite	1

CRUSH SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Dismemberer” Soul Voice by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Robust Evello Horn	2
Insidia Mohawk	2
Infernium	1

CRUSH SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Dismemberer” Soul Voice by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Robust Evello Horn	3
Developed Balaena Fat	3
Cimmerian Cinnabar	1

CRUSH SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Dismemberer” Soul Voice by 19%.	
Required Miranium	1500
REQUIRED MATERIALS	
Robust Evello Horn	4
Developed Balaena Fat	4
Ouroboros Crystal	1

CRUSH SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Dismemberer” Soul Voice by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Robust Evello Horn	5
Developed Balaena Fat	5
Parhelion Platinum	1

UNDERDOG SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Underdog” Soul Voice by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Scirpo Silk	1
Stripped Plating	1
Aurorite	1

UNDERDOG SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Underdog” Soul Voice by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Scirpo Silk	2
Stripped Plating	2
Infernium	1

UNDERDOG SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Underdog” Soul Voice by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Scirpo Silk	3
Black Yggralith Scale	3
Cimmerian Cinnabar	1

UNDERDOG SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Underdog” Soul Voice by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Sticky Scirpo Silk	4
Black Yggralith Scale	4
Ouroboros Crystal	1

UNDERDOG SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Underdog” Soul Voice by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Sticky Scirpo Silk	5
Black Yggralith Scale	5
Parhelion Platinum	1

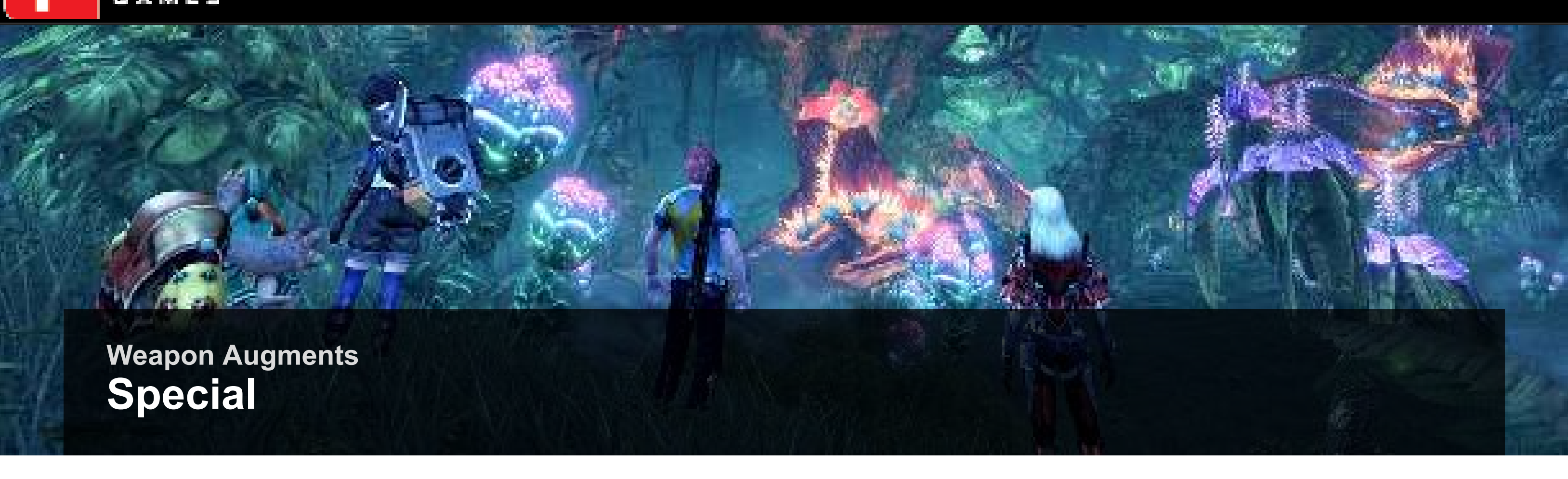
ARTFUL EXECUTION SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Artful Execution” Soul Voice by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Bone-In Thigh Meat	1
Evergreen Aprica Antlers	1
Aurorite	1

ARTFUL EXECUTION SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Artful Execution” Soul Voice by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Bone-In Thigh Meat	2
Evergreen Aprica Antlers	2
Infernium	1

ARTFUL EXECUTION SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Artful Execution” Soul Voice by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Bone-In Thigh Meat	3
Sparkling Blue Gem	3
Cimmerian Cinnabar	1

ARTFUL EXECUTION SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Artful Execution” Soul Voice by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Bone-In Thigh Meat	4
Sparkling Blue Gem	4
Ouroboros Crystal	1

ARTFUL EXECUTION SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Artful Execution” Soul Voice by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Bone-In Thigh Meat	5
Sparkling Blue Gem	5
Parhelion Platinum	1



Weapon Augments

Special

APPENDAGE CRUSHER	
Type	Unique
Sell Price	1000
Softens enemy appendages by one tier.	
Required Miranium	100
REQUIRED MATERIALS	
Emerald Horn	1
Shed Germivore Scales	1
Mortifole Pollen	1
White Cometite	1

CRUSH: GAIN TP I	
Type	Common
Sell Price	500
Boosts TP by 300 when destroying an enemy appendage.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Jaw	1
Oc-serv Western Crest	1
Vesper Fry	1
White Cometite	1

CRUSH: GAIN TP V	
Type	Common
Sell Price	900
Boosts TP by 500 when destroying an enemy appendage.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Jaw	2
Oc-serv Western Crest	2
Vesper Fry	2
Dawnstone	1

CRUSH: GAIN TP X	
Type	Rare
Sell Price	1400
Boosts TP by 750 when destroying an enemy appendage.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Jaw	3
Golden Petramand Silk	3
Red Scintimure Tentacle	3
Everfreeze Ore	1

CRUSH: GAIN TP XV	
Type	Unique
Sell Price	1900
Boosts TP by 1000 when destroying an enemy appendage.	
Required Miranium	1500
REQUIRED MATERIALS	
Pristine Insect Jaw	4
Golden Petramand Silk	4
Red Scintimure Tentacle	4
Foucaultium	1

CRUSH: GAIN TP XX	
Type	Intergalactic
Sell Price	2500
Boosts TP by 1500 when destroying an enemy appendage.	
Required Miranium	2000
REQUIRED MATERIALS	
Pristine Insect Jaw	5
Golden Petramand Silk	5
Red Scintimure Tentacle	5
Bonjelium	1

RANGED APPENDAGE DAMAGE I	
Type	Common
Sell Price	300
Boosts ranged appendage damage by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Sapphire Horn	1
Monoceros Hoof Hook	1
Cracked Claw	1
White Cometite	1

RANGED APPENDAGE DAMAGE V	
Type	Common
Sell Price	540
Boosts ranged appendage damage by 36%.	
Required Miranium	100
REQUIRED MATERIALS	
Sapphire Horn	2
Monoceros Hoof Hook	2
Cracked Claw	2
Dawnstone	1

RANGED APPENDAGE DAMAGE X	
Type	Rare
Sell Price	840
Boosts ranged appendage damage by 56%.	
Required Miranium	100
REQUIRED MATERIALS	
Sapphire Horn	3
Malevolent Petramand Silk	3
Brown Monoceros Horn	3
Everfreeze Ore	1

RANGED APPENDAGE DAMAGE XV	
Type	Unique
Sell Price	1140
Boosts ranged appendage damage by 80%.	
Required Miranium	1500
REQUIRED MATERIALS	
Sapphire Horn	4
Malevolent Petramand Silk	4
Brown Monoceros Horn	4
Foucaultium	1

RANGED APPENDAGE DAMAGE XX	
Type	Intergalactic
Sell Price	1500
Boosts ranged appendage damage by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Sapphire Horn	5
Malevolent Petramand Silk	5
Brown Monoceros Horn	5
Bonjelium	1

NIGHT VISION I	
Type	Common
Sell Price	300
Boosts melee and ranged accuracy by 10% during the nighttime.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	1
Arc Sand Ore	1

NIGHT VISION V	
Type	Common
Sell Price	540
Boosts melee and ranged accuracy by 18% during the nighttime.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	2
Lionbone Bort	1

NIGHT VISION X	
Type	Rare
Sell Price	840
Boosts melee and ranged accuracy by 28% during the nighttime.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	3
Enduron Lead	1

NIGHT VISION XV	
Type	Unique
Sell Price	1140
Boosts melee and ranged accuracy by 40% during the nighttime.	
Required Miranium	1500
REQUIRED MATERIALS	
Ovis Polishing Stone	4
Boiled-Egg Ore	1

NIGHT VISION XX	
Type	Intergalactic
Sell Price	1500
Boosts melee and ranged accuracy by 50% during the nighttime.	
Required Miranium	2000
REQUIRED MATERIALS	
Ovis Polishing Stone	5
Marine Rutile	1

AM Terminal Listings

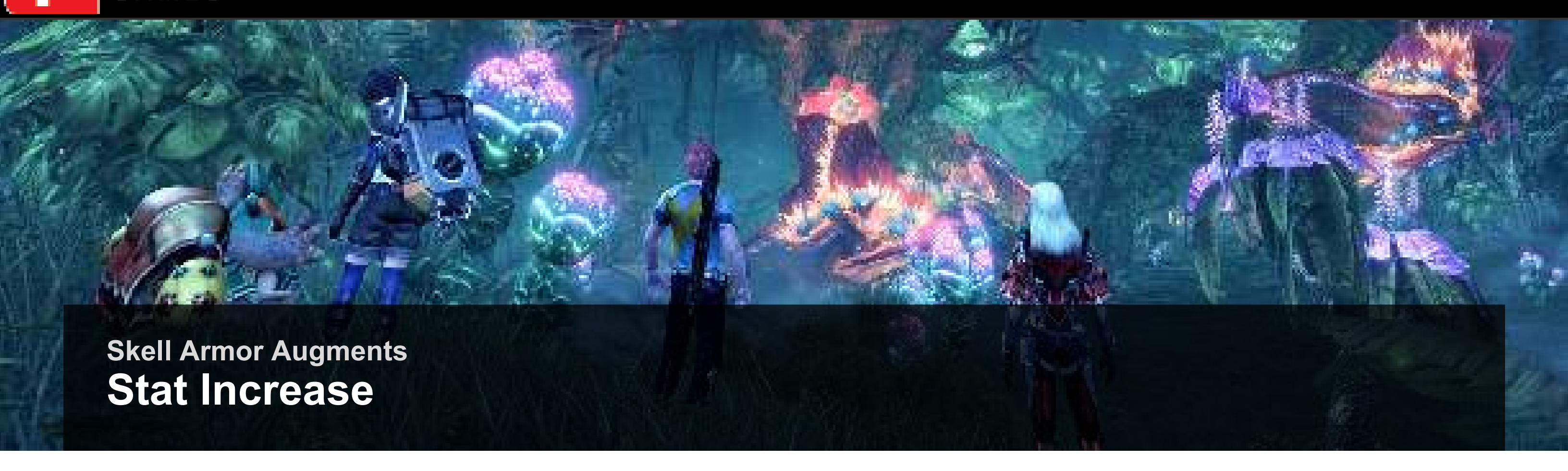
Corporations

Six Stars

The Local Branch of a Wrothian arms-dev group. It’s named after the six military strategists who formed the company.

Product Trends

Their weapons boast high damage, and work under the theory that user skill can make up for their inaccuracy.



Skell Armor Augments

Stat Increase

SPECUP.HP-MAX I	
Type	Common
Sell Price	100
Boosts maximum Skell HP by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	1
Arc Sand Ore	1

SPECUP.HP-MAX V	
Type	Common
Sell Price	180
Boosts maximum Skell HP by 250.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	2
Lionbone Bort	1

SPECUP.HP-MAX X	
Type	Rare
Sell Price	280
Boosts maximum Skell HP by 500.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	3
Enduron Lead	1

SPECUP.HP-MAX XV	
Type	Unique
Sell Price	380
Boosts maximum Skell HP by 750.	
Required Miranium	1500
REQUIRED MATERIALS	
Succulent Meat	4
Boiled-Egg Ore	1

SPECUP.HP-MAX XX	
Type	Intergalactic
Sell Price	500
Boosts maximum Skell HP by 1000.	
Required Miranium	2000
REQUIRED MATERIALS	
Succulent Meat	5
Marine Rutile	1

SPECUP.EVA I	
Type	Common
Sell Price	50
Boosts Skell evasion by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	1
Arc Sand Ore	1

SPECUP.EVA V	
Type	Common
Sell Price	90
Boosts Skell evasion by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	2
Lionbone Bort	1

SPECUP.EVA X	
Type	Rare
Sell Price	140
Boosts Skell evasion by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Cloudy Eyeball	8
Gerrid Shell	8
Jacul Waterfall Orb	8
Everfreeze Ore	2

SPECUP.EVA XV	
Type	Unique
Sell Price	190
Boosts Skell evasion by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Cloudy Eyeball	15
Gerrid Shell	15
Jacul Waterfall Orb	16
Foucaultium	4

SPECUP.EVA XX	
Type	Intergalactic
Sell Price	250
Boosts Skell evasion by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Cloudy Eyeball	32
Gerrid Shell	32
Jacul Waterfall Orb	32
Bonjelium	8

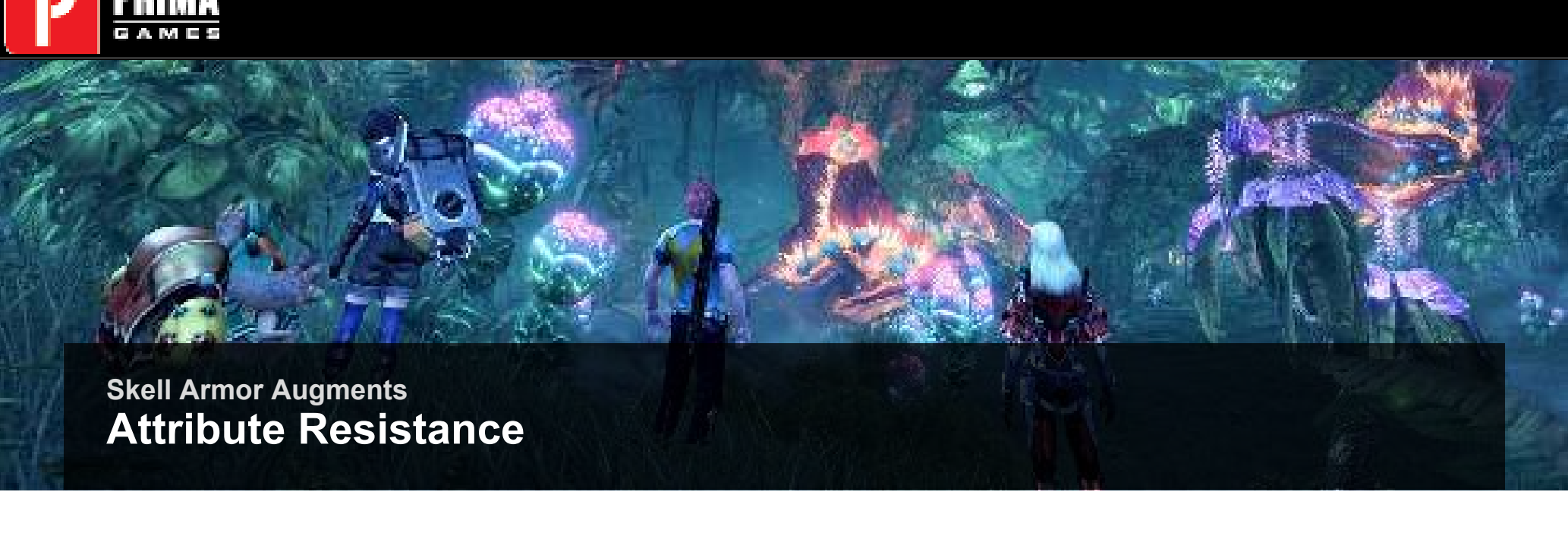
SPECUP.APPEND-HP I	
Type	Common
Sell Price	100
Boosts maximum HP for the appendage this is equipped to by 50.	
Required Miranium	100
REQUIRED MATERIALS	
White Meaty Caecus Liver	1
Arc Sand Ore	1

SPECUP.APPEND-HP V	
Type	Common
Sell Price	180
Boosts maximum HP for the appendage this is equipped to by 250.	
Required Miranium	100
REQUIRED MATERIALS	
White Meaty Caecus Liver	2
Lionbone Bort	1

SPECUP.APPEND-HP X	
Type	Rare
Sell Price	280
Boosts maximum HP for the appendage this is equipped to by 500.	
Required Miranium	100
REQUIRED MATERIALS	
White Meaty Caecus Liver	3
Enduron Lead	1

SPECUP.APPEND-HP XV	
Type	Unique
Sell Price	380
Boosts maximum HP for the appendage this is equipped to by 750.	
Required Miranium	1500
REQUIRED MATERIALS	
White Meaty Caecus Liver	4
Boiled-Egg Ore	1

SPECUP.APPEND-HP XX	
Type	Intergalactic
Sell Price	500
Boosts maximum HP for the appendage this is equipped to by 1000.	
Required Miranium	2000
REQUIRED MATERIALS	
White Meaty Caecus Liver	5
Marine Rutile	1



Skell Armor Augments

Attribute Resistance

SPECUP.PHYS-RES I	
Type	Common
Sell Price	300
Boosts Skell physical resistance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Cinicula Shell	1
Falsaxum Shell	1
Suid Fillet	1
White Cometite	1

SPECUP.PHYS-RES V	
Type	Common
Sell Price	540
Boosts Skell physical resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Cinicula Shell	2
Falsaxum Shell	2
Suid Fillet	2
Dawnstone	1

SPECUP.PHYS-RES X	
Type	Rare
Sell Price	840
Boosts Skell physical resistance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Cinicula Shell	3
Ictus Shell	3
Golden Blatta Wing	3
Everfreeze Ore	1

SPECUP.PHYS-RES XV	
Type	Unique
Sell Price	1140
Boosts Skell physical resistance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Cinicula Shell	4
Ictus Shell	4
Golden Blatta Wing	4
Foucaultium	1

SPECUP.PHYS-RES XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell physical resistance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Cinicula Shell	5
Ictus Shell	5
Golden Blatta Wing	5
Bonjelium	1

SPECUP.BEAM-RES I	
Type	Common
Sell Price	300
Boosts Skell beam resistance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Lead Carapace	1
Ocher Stabilizer	1
Adsecula Gold Nugget	1
White Cometite	1

SPECUP.BEAM-RES V	
Type	Common
Sell Price	540
Boosts Skell beam resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lead Carapace	2
Ocher Stabilizer	2
Adsecula Gold Nugget	2
Dawnstone	1

SPECUP.BEAM-RES X	
Type	Rare
Sell Price	840
Boosts Skell beam resistance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Lead Carapace	3
Blue Milsaadi Hood	3
Pink Ceto Membrane	3
Everfreeze Ore	1

SPECUP.BEAM-RES XV	
Type	Unique
Sell Price	1140
Boosts Skell beam resistance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Lead Carapace	4
Blue Milsaadi Hood	4
Pink Ceto Membrane	4
Foucaultium	1

SPECUP.BEAM-RES XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell beam resistance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Lead Carapace	5
Blue Milsaadi Hood	5
Pink Ceto Membrane	5
Bonjelium	1

SPECUP.ELEC-RES I	
Type	Common
Sell Price	300
Boosts Skell electric resistance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Squishy Cartilage	1
Stout Purgovent Extract	1
Lepyx Elastic Cell	1
White Cometite	1

SPECUP.ELEC-RES V	
Type	Common
Sell Price	540
Boosts Skell electric resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Squishy Cartilage	2
Stout Purgovent Extract	2
Lepyx Elastic Cell	2
Dawnstone	1

SPECUP.ELEC-RES X	
Type	Rare
Sell Price	840
Boosts Skell electric resistance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Squishy Cartilage	3
Purple Scintimure Tentacle	3
Aeviter Membrane	3
Everfreeze Ore	1

SPECUP.ELEC-RES XV	
Type	Unique
Sell Price	1140
Boosts Skell electric resistance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Squishy Cartilage	4
Purple Scintimure Tentacle	4
Aeviter Membrane	4
Foucaultium	1

SPECUP.ELEC-RES XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell electric resistance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Squishy Cartilage	5
Purple Scintimure Tentacle	5
Aeviter Membrane	5
Bonjelium	1

SPECUP.THERM-RES I	
Type	Common
Sell Price	300
Boosts Skell thermal resistance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Copper Caro Plate	1
Quo Pod	1
Potamus Life Lung	1
White Cometite	1

SPECUP.THERM-RES V	
Type	Common
Sell Price	540
Boosts Skell thermal resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Copper Caro Plate	2
Quo Pod	2
Potamus Life Lung	2
Dawnstone	1

SPECUP.THERM-RES X	
Type	Rare
Sell Price	840
Boosts Skell thermal resistance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Copper Caro Plate	3
Scorching Giant Cells	3
Tersqual Fire Pouch	3
Everfreeze Ore	1

SPECUP.THERM-RES XV	
Type	Unique
Sell Price	1140
Boosts Skell thermal resistance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Shiny Copper Caro Plate	4
Scorching Giant Cells	4
Tersqual Fire Pouch	4
Foucaultium	1

SPECUP.THERM-RES XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell thermal resistance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Shiny Copper Caro Plate	5
Scorching Giant Cells	5
Tersqual Fire Pouch	5
Bonjelium	1

SPECUP.ETHER-RES I	
Type	Common
Sell Price	300
Boosts Skell ether resistance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Mirror	1
Upgraded Sensor Part	1
Medicinal Blatta Oil	1
White Cometite	1

SPECUP.ETHER-RES V	
Type	Common
Sell Price	540
Boosts Skell ether resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Mirror	2
Upgraded Sensor Part	2
Medicinal Blatta Oil	2
Dawnstone	1

SPECUP.ETHER-RES X	
Type	Rare
Sell Price	840
Boosts Skell ether resistance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Mirror	3
Red Milsaadi Hood	3
Gold Ceto Membrane	3
Everfreeze Ore	1

SPECUP.ETHER-RES XV	
Type	Unique
Sell Price	1140
Boosts Skell ether resistance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Opaque Mirror	4
Red Milsaadi Hood	4
Gold Ceto Membrane	4
Foucaultium	1

SPECUP.ETHER-RES XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell ether resistance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Opaque Mirror	5
Red Milsaadi Hood	5
Gold Ceto Membrane	5
Bonjelium	1

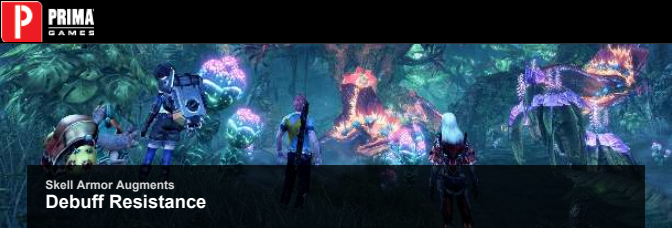
SPECUP.GRAVITY-RES I	
Type	Common
Sell Price	300
Boosts Skell gravity resistance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Large Hoof	1
Genuine Plate	1
Tricolored Ovis Meat	1
White Cometite	1

SPECUP.GRAVITY-RES V	
Type	Common
Sell Price	540
Boosts Skell gravity resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Large Hoof	2
Genuine Plate	2
Tricolored Ovis Meat	2
Dawnstone	1

SPECUP.GRAVITY-RES X	
Type	Rare
Sell Price	840
Boosts Skell gravity resistance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Large Hoof	3
Oc-serv Southern Crest	3
Oc-serv Eastern Crest	3
Everfreeze Ore	1

SPECUP.GRAVITY-RES XV	
Type	Unique
Sell Price	1140
Boosts Skell gravity resistance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Large Hoof	4
Oc-serv Southern Crest	4
Oc-serv Eastern Crest	4
Foucaultium	1

SPECUP.GRAVITY-RES XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell gravity resistance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Large Hoof	5
Oc-serv Southern Crest	5
Oc-serv Eastern Crest	5
Bonjelium	1



Skell Armor Augments

Debuff Resistance

RESIST.BREAK I	
Type	Common
Sell Price	300
Boosts Skell resistance to Stagger by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Silk	1
Arc Sand Ore	1

RESIST.BREAK V	
Type	Common
Sell Price	540
Boosts Skell resistance to Stagger by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Silk	2
Lionbone Bort	1

RESIST.BREAK X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Stagger by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Silk	3
Enduron Lead	1

RESIST.BREAK XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Stagger by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Scirpo Silk	4
Boiled-Egg Ore	1

RESIST.BREAK XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Stagger by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Scirpo Silk	5
Marine Rutile	1

RESIST.FLINCH I	
Type	Common
Sell Price	300
Boosts Skell resistance to Flinch by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	1
Arc Sand Ore	1

RESIST.FLINCH V	
Type	Common
Sell Price	540
Boosts Skell resistance to Flinch by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	2
Lionbone Bort	1

RESIST.FLINCH X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Flinch by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	3
Enduron Lead	1

RESIST.FLINCH XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Flinch by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Taut Leather	4
Boiled-Egg Ore	1

RESIST.FLINCH XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Flinch by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Taut Leather	5
Marine Rutile	1

RESIST.TOPPLE I	
Type	Common
Sell Price	300
Boosts Skell resistance to Topple by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Croaking Bag	1
Smooth Tail Fin	1
Aurorite	1

RESIST.TOPPLE V	
Type	Common
Sell Price	540
Boosts Skell resistance to Topple by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Croaking Bag	2
Smooth Tail Fin	2
Infernium	1

RESIST.TOPPLE X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Topple by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Croaking Bag	3
Thick Coronid Hide	3
Cimmerian Cinnabar	1

RESIST.TOPPLE XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Topple by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Auravis Croaking Bag	4
Thick Coronid Hide	4
Ouroboros Crystal	1

RESIST.TOPPLE XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Topple by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Auravis Croaking Bag	5
Thick Coronid Hide	5
Parhelion Platinum	1

RESIST.KNOCKBACK I	
Type	Common
Sell Price	300
Boosts Skell resistance to Knockback by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	1
Arc Sand Ore	1

RESIST.KNOCKBACK V	
Type	Common
Sell Price	540
Boosts Skell resistance to Knockback by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	2
Lionbone Bort	1

RESIST.KNOCKBACK X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Knockback by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	3
Enduron Lead	1

RESIST.KNOCKBACK XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Knockback by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Lovely Pom Pom	4
Boiled-Egg Ore	1

RESIST.KNOCKBACK XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Knockback by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Lovely Pom Pom	5
Marine Rutile	1

RESIST.LAUNCH I	
Type	Common
Sell Price	300
Boosts Skell resistance to Launch by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Laughing Bag	1
Caecus Crest	1
Aurorite	1

RESIST.LAUNCH V	
Type	Common
Sell Price	540
Boosts Skell resistance to Launch by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Laughing Bag	2
Caecus Crest	2
Infernium	1

RESIST.LAUNCH X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Launch by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Laughing Bag	3
Red Filavent Tentacle	3
Cimmerian Cinnabar	1

RESIST.LAUNCH XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Launch by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Auravis Laughing Bag	4
Red Filavent Tentacle	4
Ouroboros Crystal	1

RESIST.LAUNCH XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Launch by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Auravis Laughing Bag	5
Red Filavent Tentacle	5
Parhelion Platinum	1

RESIST.STUN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Stun by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Jammer	1
Smelly Fish Meat	1
Aurorite	1

RESIST.STUN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Stun by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Jammer	2
Smelly Fish Meat	2
Infernium	1

RESIST.STUN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Stun by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Jammer	3
Black Filavent Tentacle	3
Cimmerian Cinnabar	1

RESIST.STUN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Stun by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Upgraded Jammer	4
Black Filavent Tentacle	4
Ouroboros Crystal	1

RESIST.STUN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Stun by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Upgraded Jammer	5
Black Filavent Tentacle	5
Parhelion Platinum	1

RESIST.SLEEP I	
Type	Common
Sell Price	300
Boosts Skell resistance to Sleep by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Musky Nectar	1
Arc Sand Ore	1

RESIST.SLEEP V	
Type	Common
Sell Price	540
Boosts Skell resistance to Sleep by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Musky Nectar	2
Lionbone Bort	1

RESIST.SLEEP X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Sleep by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Musky Nectar	3
Enduron Lead	1

RESIST.SLEEP XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Sleep by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Musky Nectar	4
Boiled-Egg Ore	1

RESIST.SLEEP XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Sleep by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Musky Nectar	5
Marine Rutile	1

RESIST.TAUNT I	
Type	Common
Sell Price	300
Boosts Skell resistance to Taunt by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	1
Arc Sand Ore	1

RESIST.TAUNT V	
Type	Common
Sell Price	540
Boosts Skell resistance to Taunt by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	2
Lionbone Bort	1

RESIST.TAUNT X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Taunt by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	3
Enduron Lead	1

RESIST.TAUNT XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Taunt by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	4
Boiled-Egg Ore	1

RESIST.TAUNT XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Taunt by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	5
Marine Rutile	1

RESIST.CONTROL I	
Type	Common
Sell Price	300
Boosts Skell resistance to Control by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Claw	1
Arc Sand Ore	1

RESIST.CONTROL V	
Type	Common
Sell Price	540
Boosts Skell resistance to Control by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Claw	2
Lionbone Bort	1

RESIST.CONTROL X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Control by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Claw	3
Enduron Lead	1

RESIST.CONTROL XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Control by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Cracked Claw	4
Boiled-Egg Ore	1

RESIST.CONTROL XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Control by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Cracked Claw	5
Marine Rutile	1

RESIST.VIRUS I	
Type	Common
Sell Price	300
Boosts Skell resistance to Virus by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Sunstone	1
Arc Sand Ore	1

RESIST.VIRUS V	
Type	Common
Sell Price	540
Boosts Skell resistance to Virus by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Sunstone	2
Lionbone Bort	1

RESIST.VIRUS X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Virus by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Sunstone	3
Enduron Lead	1

RESIST.VIRUS XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Virus by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Lepyx Sunstone	4
Boiled-Egg Ore	1

RESIST.VIRUS XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Virus by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Lepyx Sunstone	5
Marine Rutile	1

RESIST.BLACKOUT I	
Type	Common
Sell Price	300
Boosts Skell resistance to Blackout by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Dull Stone	1
Arc Sand Ore	1

RESIST.BLACKOUT V	
Type	Common
Sell Price	540
Boosts Skell resistance to Blackout by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Dull Stone	2
Lionbone Bort	1

RESIST.BLACKOUT X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Blackout by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Dull Stone	3
Enduron Lead	1

RESIST.BLACKOUT XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Blackout by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Dull Stone	4
Boiled-Egg Ore	1

RESIST.BLACKOUT XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Blackout by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Dull Stone	5
Marine Rutile	1

RESIST.FATIGUE I	
Type	Common
Sell Price	300
Boosts Skell resistance to Fatigue by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Red Blatta Wing	1
Arc Sand Ore	1

RESIST.FATIGUE V	
Type	Common
Sell Price	540
Boosts Skell resistance to Fatigue by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Red Blatta Wing	2
Lionbone Bort	1

RESIST.FATIGUE X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Fatigue by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Red Blatta Wing	3
Enduron Lead	1

RESIST.FATIGUE XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Fatigue by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Blatta Wing	4
Boiled-Egg Ore	1

RESIST.FATIGUE XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Fatigue by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Blatta Wing	5
Marine Rutile	1

RESIST.SLOWARTS I	
Type	Common
Sell Price	300
Boosts Skell resistance to Slow Arts by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Leg	1
Arc Sand Ore	1

RESIST.SLOWARTS V	
Type	Common
Sell Price	540
Boosts Skell resistance to Slow Arts by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Leg	2
Lionbone Bort	1

RESIST.SLOWARTS X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Slow Arts by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Leg	3
Enduron Lead	1

RESIST.SLOWARTS XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Slow Arts by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Pristine Insect Leg	4
Boiled-Egg Ore	1

RESIST.SLOWARTS XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Slow Arts by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Pristine Insect Leg	5
Marine Rutile	1

RESIST.PHYS-RESDOWN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Physical Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Tough Humpsteak	1
Arc Sand Ore	1

RESIST.PHYS-RESDOWN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Physical Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Tough Humpsteak	2
Lionbone Bort	1

RESIST.PHYS-RESDOWN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Physical Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Tough Humpsteak	3
Enduron Lead	1

RESIST.PHYS-RESDOWN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Physical Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Tough Humpsteak	4
Boiled-Egg Ore	1

RESIST.PHYS-RESDOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Physical Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Tough Humpsteak	5
Marine Rutile	1

RESIST.BEAM-RESDOWN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Beam Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Duoguill Broth	1
Arc Sand Ore	1

RESIST.BEAM-RESDOWN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Beam Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Duoguill Broth	2
Lionbone Bort	1

RESIST.BEAM-RESDOWN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Beam Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Duoguill Broth	3
Enduron Lead	1

RESIST.BEAM-RESDOWN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Beam Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Duoguill Broth	4
Boiled-Egg Ore	1

RESIST.BEAM-RESDOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Beam Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Duoguill Broth	5
Marine Rutile	1

RESIST.THERM-RESDOWN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Thermal Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Tongue	1
Arc Sand Ore	1

RESIST.THERM-RESDOWN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Thermal Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Tongue	2
Lionbone Bort	1

RESIST.THERM-RESDOWN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Thermal Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Tongue	3
Enduron Lead	1

RESIST.THERM-RESDOWN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Thermal Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Slimy Tongue	4
Boiled-Egg Ore	1

RESIST.THERM-RESDOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Thermal Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Slimy Tongue	5
Marine Rutile	1

RESIST.ELEC-RESDOWN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Electric Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Electrical Tentacle	1
Arc Sand Ore	1

RESIST.ELEC-RESDOWN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Electric Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Electrical Tentacle	2
Lionbone Bort	1

RESIST.ELEC-RESDOWN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Electric Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Electrical Tentacle	3
Enduron Lead	1

RESIST.ELEC-RESDOWN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Electric Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Blue Electrical Tentacle	4
Boiled-Egg Ore	1

RESIST.ELEC-RESDOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Electric Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Blue Electrical Tentacle	5
Marine Rutile	1

RESIST.ETHER-RESDOWN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Ether Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Papil Straw	1
Arc Sand Ore	1

RESIST.ETHER-RESDOWN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Ether Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Papil Straw	2
Lionbone Bort	1

RESIST.ETHER-RESDOWN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Ether Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Papil Straw	3
Enduron Lead	1

RESIST.ETHER-RESDOWN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Ether Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Papil Straw	4
Boiled-Egg Ore	1

RESIST.ETHER-RESDOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Ether Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Papil Straw	5
Marine Rutile	1

RESIST.GRAVITY-RESDOWN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Gravity Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Jaw Meat	1
Arc Sand Ore	1

RESIST.GRAVITY-RESDOWN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Gravity Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Jaw Meat	2
Lionbone Bort	1

RESIST.GRAVITY-RESDOWN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Gravity Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Jaw Meat	3
Enduron Lead	1

RESIST.GRAVITY-RESDOWN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Gravity Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Lepyx Jaw Meat	4
Boiled-Egg Ore	1

RESIST.GRAVITY-RESDOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Gravity Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Lepyx Jaw Meat	5
Marine Rutile	1

RESIST.TIMEBOMB I	
Type	Common
Sell Price	300
Boosts Skell resistance to Time Bomb by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Counter	1
Arc Sand Ore	1

RESIST.TIMEBOMB V	
Type	Common
Sell Price	540
Boosts Skell resistance to Time Bomb by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Counter	2
Lionbone Bort	1

RESIST.TIMEBOMB X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Time Bomb by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Counter	3
Enduron Lead	1

RESIST.TIMEBOMB XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Time Bomb by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Puge Counter	4
Boiled-Egg Ore	1

RESIST.TIMEBOMB XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Time Bomb by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Puge Counter	5
Marine Rutile	1

RESIST.DEBUFF-RESDOWN I	
Type	Common
Sell Price	300
Boosts Skell resistance to Debuff Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Forfex Miso	1
Arc Sand Ore	1

RESIST.DEBUFF-RESDOWN V	
Type	Common
Sell Price	540
Boosts Skell resistance to Debuff Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Forfex Miso	2
Lionbone Bort	1

RESIST.DEBUFF-RESDOWN X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Debuff Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Forfex Miso	3
Enduron Lead	1

RESIST.DEBUFF-RESDOWN XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Debuff Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Forfex Miso	4
Boiled-Egg Ore	1

RESIST.DEBUFF-RESDOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Debuff Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Forfex Miso	5
Marine Rutile	1

RESIST.BLAZE I	
Type	Common
Sell Price	300
Boosts Skell resistance to Blaze by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fry	1
Arc Sand Ore	1

RESIST.BLAZE V	
Type	Common
Sell Price	540
Boosts Skell resistance to Blaze by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fry	2
Lionbone Bort	1

RESIST.BLAZE X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Blaze by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fry	3
Enduron Lead	1

RESIST.BLAZE XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Blaze by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Vesper Fry	4
Boiled-Egg Ore	1

RESIST.BLAZE XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Blaze by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Vesper Fry	5
Marine Rutile	1

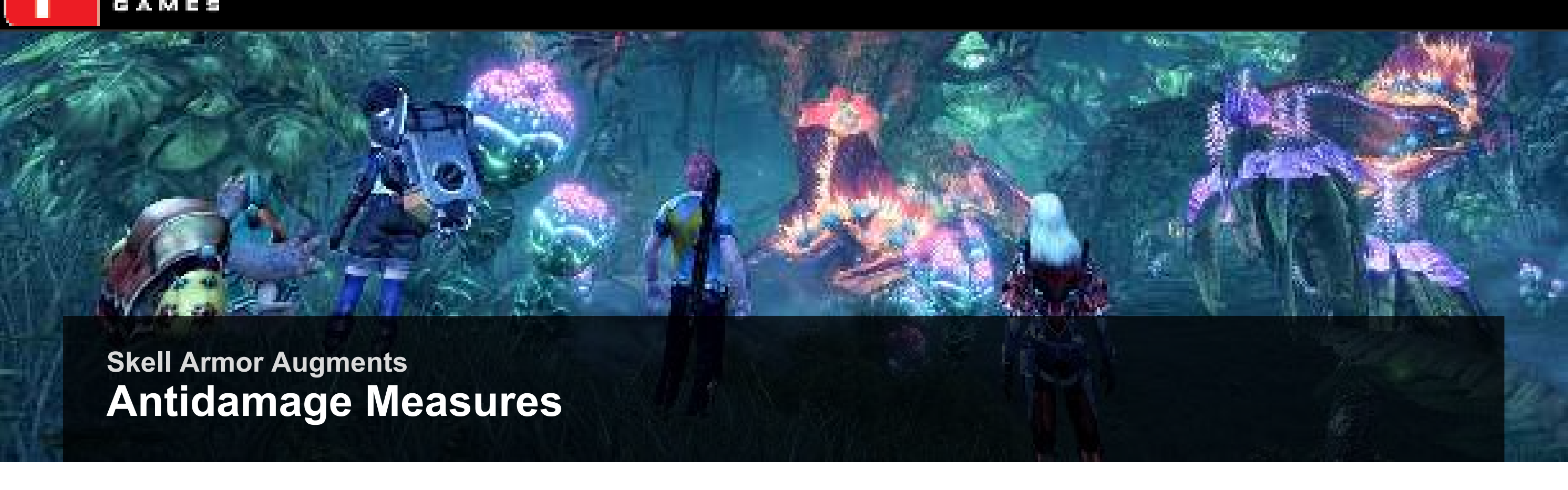
RESIST.SHOCK I	
Type	Common
Sell Price	300
Boosts Skell resistance to Shock by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Fine Black Belt	1
Arc Sand Ore	1

RESIST.SHOCK V	
Type	Common
Sell Price	540
Boosts Skell resistance to Shock by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Fine Black Belt	2
Lionbone Bort	1

RESIST.SHOCK X	
Type	Rare
Sell Price	840
Boosts Skell resistance to Shock by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Fine Black Belt	3
Enduron Lead	1

RESIST.SHOCK XV	
Type	Unique
Sell Price	1140
Boosts Skell resistance to Shock by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Fine Black Belt	4
Boiled-Egg Ore	1

RESIST.SHOCK XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell resistance to Shock by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Fine Black Belt	5
Marine Rutile	1



Skell Armor Augments

Antidamage Measures

DAMAGE.GP I	
Type	Common
Sell Price	300
Grants a 15% chance of receiving 20 GP when taking Skell damage.	
Required Miranium	100
REQUIRED MATERIALS	
Topaz Wine	1
Glowing Retina	1
Terebra Water Grease	1
White Cometite	1

DAMAGE.GP V	
Type	Common
Sell Price	540
Grants a 15% chance of receiving 100 GP when taking Skell damage.	
Required Miranium	100
REQUIRED MATERIALS	
Topaz Wine	2
Glowing Retina	2
Terebra Water Grease	2
Dawnstone	1

DAMAGE.GP X	
Type	Rare
Sell Price	840
Grants a 15% chance of receiving 200 GP when taking Skell damage.	
Required Miranium	100
REQUIRED MATERIALS	
Topaz Wine	4
Silver Petramand Silk	4
Big Balaena Sand Bag	4
Everfreeze Ore	2

DAMAGE.GP XV	
Type	Unique
Sell Price	1140
Grants a 15% chance of receiving 300 GP when taking Skell damage.	
Required Miranium	1500
REQUIRED MATERIALS	
Topaz Wine	8
Silver Petramand Silk	8
Big Balaena Sand Bag	8
Foucaultium	4

DAMAGE.GP XX	
Type	Intergalactic
Sell Price	1500
Grants a 15% chance of receiving 400 GP when taking Skell damage.	
Required Miranium	2000
REQUIRED MATERIALS	
Topaz Wine	16
Silver Petramand Silk	16
Big Balaena Sand Bag	16
Bonjelium	8

DAMAGE.APPENDAGE I	
Type	Common
Sell Price	300
Grants a 15% chance of reducing appendage damage by 10% when your Skell takes a hit.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Silver Caro Plate	1
Arc Sand Ore	1

DAMAGE.APPENDAGE V	
Type	Common
Sell Price	540
Grants a 15% chance of reducing appendage damage by 18% when your Skell takes a hit.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Silver Caro Plate	2
Lionbone Bort	1

DAMAGE.APPENDAGE X	
Type	Rare
Sell Price	840
Grants a 15% chance of reducing appendage damage by 28% when your Skell takes a hit.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Silver Caro Plate	3
Enduron Lead	1

DAMAGE.APPENDAGE XV	
Type	Unique
Sell Price	1140
Grants a 15% chance of reducing appendage damage by 38% when your Skell takes a hit.	
Required Miranium	1500
REQUIRED MATERIALS	
Shiny Silver Caro Plate	4
Boiled-Egg Ore	1

DAMAGE.APPENDAGE XX	
Type	Intergalactic
Sell Price	1500
Grants a 15% chance of reducing appendage damage by 50% when your Skell takes a hit.	
Required Miranium	2000
REQUIRED MATERIALS	
Shiny Silver Caro Plate	5
Marine Rutile	1

JAMMING I	
Type	Common
Sell Price	300
Boosts Skell evasion against homing attacks by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Silver Sacrifole Feather	1
Arc Sand Ore	1

JAMMING V	
Type	Common
Sell Price	540
Boosts Skell evasion against homing attacks by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Silver Sacrifole Feather	2
Lionbone Bort	1

JAMMING X	
Type	Rare
Sell Price	840
Boosts Skell evasion against homing attacks by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Silver Sacrifole Feather	3
Enduron Lead	1

JAMMING XV	
Type	Unique
Sell Price	1140
Boosts Skell evasion against homing attacks by 38%.	
Required Miranium	1500
REQUIRED MATERIALS	
Silver Sacrifole Feather	4
Boiled-Egg Ore	1

JAMMING XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell evasion against homing attacks by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Silver Sacrifole Feather	5
Marine Rutile	1

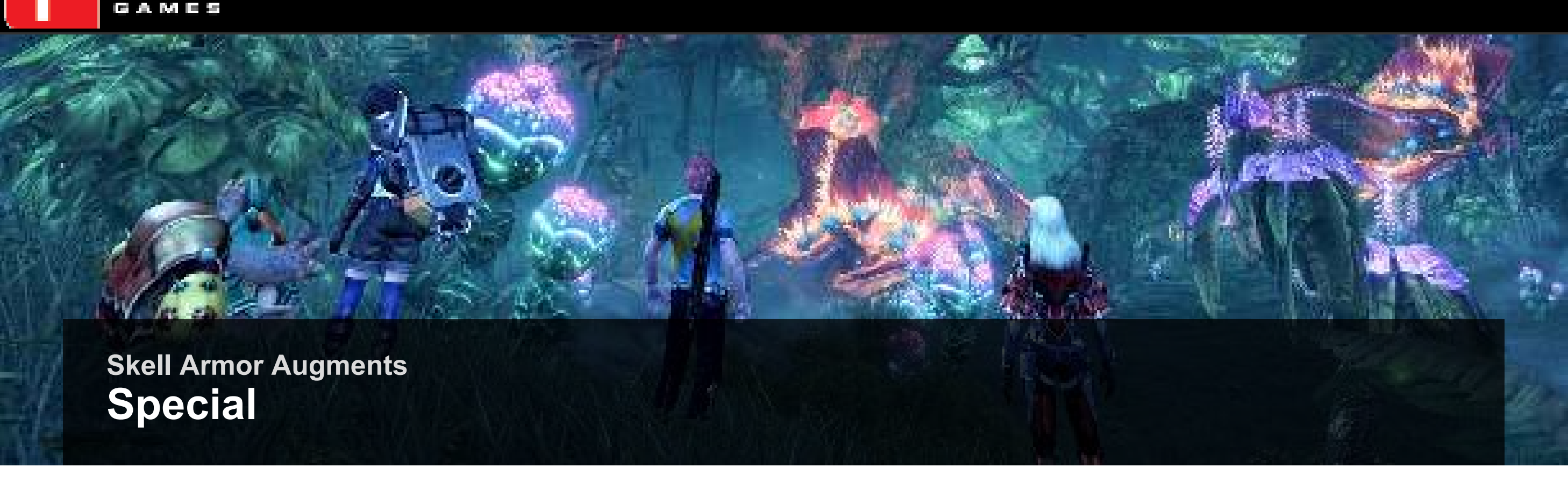
REFLECT.DAMAGE-UP I	
Type	Common
Sell Price	500
Boosts Skell reflect damage by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Green Crystal	1
Diamond Seed	1
Cimmerian Pom Pom	1
White Cometite	1

REFLECT.DAMAGE-UP V	
Type	Common
Sell Price	900
Boosts Skell reflect damage by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Odorous Tentacle	2
Iron Lump	2
Pristine Dorsal Fin	2
Dawnstone	1

REFLECT.DAMAGE-UP X	
Type	Rare
Sell Price	1400
Boosts Skell reflect damage by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Yggralith Horn	1
Cloudy Gerrid Soup	3
Sabula Backbone	3
Everfreeze Ore	1

REFLECT.DAMAGE-UP XV	
Type	Unique
Sell Price	1900
Boosts Skell reflect damage by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Yggralith Horn	1
Cloudy Gerrid Soup	4
Sabula Backbone	4
Foucaultium	1

REFLECT.DAMAGE-UP XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell reflect damage by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Yggralith Horn	1
Cloudy Gerrid Soup	5
Sabula Backbone	5
Bonjelium	1



Skell Armor Augments

Special

CLOAK.VISIBILITY I	
Type	Common
Sell Price	200
Reduces detection by shrinking enemy field of view by 2% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
White Mirrorglass	1
Glossy Saltat Fan	1
Aurorite	1

CLOAK.VISIBILITY V	
Type	Common
Sell Price	360
Reduces detection by shrinking enemy field of view by 10% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
White Mirrorglass	2
Glossy Saltat Fan	2
Infernium	1

CLOAK.VISIBILITY X	
Type	Rare
Sell Price	560
Reduces detection by shrinking enemy field of view by 20% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
White Mirrorglass	3
Luminescent Tail	3
Cimmerian Cinnabar	1

CLOAK.VISIBILITY XV	
Type	Unique
Sell Price	760
Reduces detection by shrinking enemy field of view by 30% when in your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
White Mirrorglass	4
Luminescent Tail	4
Ouroboros Crystal	1

CLOAK.VISIBILITY XX	
Type	Intergalactic
Sell Price	1000
Reduces detection by shrinking enemy field of view by 40% when in your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
White Mirrorglass	5
Luminescent Tail	5
Parhelion Platinum	1

CLOAK.SOUND I	
Type	Common
Sell Price	200
Reduces detection by shrinking enemy auditory range by 2% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Lightweight Pelt	1
Evolved Isidia Claw	1
Aurorite	1

CLOAK.SOUND V	
Type	Common
Sell Price	360
Reduces detection by shrinking enemy auditory range by 10% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Lightweight Pelt	2
Evolved Isidia Claw	2
Infernium	1

CLOAK.SOUND X	
Type	Rare
Sell Price	560
Reduces detection by shrinking enemy auditory range by 20% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Lightweight Pelt	3
Gray Shell	3
Cimmerian Cinnabar	1

CLOAK.SOUND XV	
Type	Unique
Sell Price	760
Reduces detection by shrinking enemy auditory range by 30% when in your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Lightweight Pelt	4
Gray Shell	4
Ouroboros Crystal	1

CLOAK.SOUND XX	
Type	Intergalactic
Sell Price	1000
Reduces detection by shrinking enemy auditory range by 40% when in your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Lightweight Pelt	5
Gray Shell	5
Parhelion Platinum	1

CRUSH.GP I	
Type	Common
Sell Price	300
Boosts GP by 50 when destroying an enemy appendage with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Jaw	1
Oc-serv Western Crest	1
Vesper Fry	1
White Cometite	1

CRUSH.GP V	
Type	Common
Sell Price	540
Boosts GP by 90 when destroying an enemy appendage with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Jaw	2
Oc-serv Western Crest	2
Vesper Fry	2
Dawnstone	1

CRUSH.GP X	
Type	Rare
Sell Price	840
Boosts GP by 140 when destroying an enemy appendage with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Jaw	3
Golden Petramand Silk	3
Red Scintimure Tentacle	3
Everfreeze Ore	1

CRUSH.GP XV	
Type	Unique
Sell Price	1140
Boosts GP by 190 when destroying an enemy appendage with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Pristine Insect Jaw	4
Golden Petramand Silk	4
Red Scintimure Tentacle	4
Foucaultium	1

CRUSH.GP XX	
Type	Intergalactic
Sell Price	1500
Boosts GP by 250 when destroying an enemy appendage with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Pristine Insect Jaw	5
Golden Petramand Silk	5
Red Scintimure Tentacle	5
Bonjelium	1

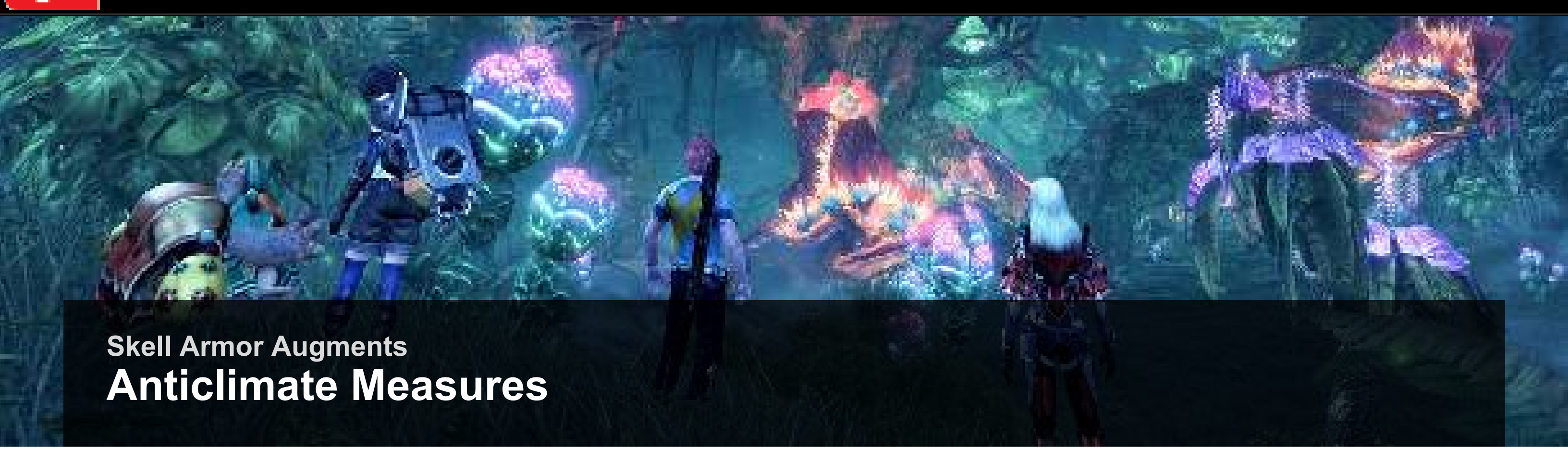
SPIKE.EVA I	
Type	Common
Sell Price	300
Grants a 1% chance of evading spike damage when in your skell.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Oil Drop	1
Ebony Evello Egg	1
Vesper Hair Clip	1
White Cometite	1

SPIKE.EVA V	
Type	Common
Sell Price	540
Grants a 5% chance of evading spike damage when in your skell.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Oil Drop	2
Ebony Evello Egg	2
Vesper Hair Clip	2
Dawnstone	1

SPIKE.EVA X	
Type	Rare
Sell Price	840
Grants a 10% chance of evading spike damage when in your skell.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Oil Drop	3
Lava Crystal	3
Gularthian Flint	3
Everfreeze Ore	1

SPIKE.EVA XV	
Type	Unique
Sell Price	1140
Grants a 15% chance of evading spike damage when in your skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Oil Drop	4
Lava Crystal	4
Gularthian Flint	4
Foucaultium	1

SPIKE.EVA XX	
Type	Intergalactic
Sell Price	1500
Grants a 20% chance of evading spike damage when in your skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Oil Drop	5
Lava Crystal	5
Gularthian Flint	5
Bonjelium	1



Skell Armor Augments

Anticlimate Measures

WEATHER ANTI-FOG	
Type	Unique
Sell Price	1000
Grants immunity to the effects of fog when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Vibrant Plume	1
Arc Sand Ore	1

WEATHER ANTI-HEAVYRAIN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of heavy rain when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Medicinal Blatta Oil	1
Arc Sand Ore	1

WEATHER ANTI-SANDSTORM	
Type	Unique
Sell Price	1000
Grants immunity to the effects of sandstorms when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Alluring Papil Scales	1
Arc Sand Ore	1

WEATHER ANTI-EM-STORM	
Type	Unique
Sell Price	1000
Grants immunity to the effects of electromagnetic storms when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Slender Horn	1
Arc Sand Ore	1

WEATHER ANTI-ENERGYMIST	
Type	Unique
Sell Price	1000
Grants immunity to the effects of energy mist when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Dried Seaweed Lichen	1
Arc Sand Ore	1

WEATHER ANTI-RISING-ENGMIST	
Type	Unique
Sell Price	1000
Grants immunity to the effects of rising energy mist when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Rough Skin	1
Arc Sand Ore	1

WEATHER.ANTI-ALL I	
Type	Common
Sell Price	300
Reduces weather damage by 5% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Forfex Shell	1
Auravis Courtship Feather	1
Aurorite	1

WEATHER.ANTI-ALL V	
Type	Common
Sell Price	540
Reduces weather damage by 25% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Forfex Shell	2
Auravis Courtship Feather	2
Infernium	1

WEATHER.ANTI-ALL X	
Type	Rare
Sell Price	840
Reduces weather damage by 50% when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Forfex Shell	3
Blue Vigent Rock Scalp	3
Cimmerian Cinnabar	1

WEATHER.ANTI-ALL XV	
Type	Unique
Sell Price	1140
Reduces weather damage by 75% when in your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Blue Forfex Shell	4
Blue Vigent Rock Scalp	4
Ouroboros Crystal	1

WEATHER.ANTI-ALL XX	
Type	Intergalactic
Sell Price	1500
Reduces weather damage by 100% when in your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Blue Forfex Shell	5
Blue Vigent Rock Scalp	5
Parhelion Platinum	1

WEATHER ANTI-SPORES	
Type	Unique
Sell Price	1000
Grants immunity to the effects of spore clouds when in your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Viscous Humour	1
Arc Sand Ore	1

Armor Augments

Stat Increase

MAX HP UP I	
Type	Common
Sell Price	100
Boosts maximum HP by 100.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	1
Arc Sand Ore	1

MAX HP UP V	
Type	Common
Sell Price	180
Boosts maximum HP by 300.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	2
Lionbone Bort	1

MAX HP UP X	
Type	Rare
Sell Price	280
Boosts maximum HP by 550.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	4
Enduron Lead	2

MAX HP UP XV	
Type	Unique
Sell Price	380
Boosts maximum HP by 800.	
Required Miranium	1500
REQUIRED MATERIALS	
Succulent Meat	7
Boiled-Egg Ore	2

MAX HP UP XX	
Type	Intergalactic
Sell Price	500
Boosts maximum HP by 1500.	
Required Miranium	2000
REQUIRED MATERIALS	
Succulent Meat	10
Marine Rutile	3

MAX TP UP I	
Type	Common
Sell Price	100
Boosts maximum TP by 500.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

MAX TP UP V	
Type	Common
Sell Price	180
Boosts maximum TP by 900.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

MAX TP UP X	
Type	Rare
Sell Price	280
Boosts maximum TP by 1400.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	3
Enduron Lead	1

MAX TP UP XV	
Type	Unique
Sell Price	380
Boosts maximum TP by 1900.	
Required Miranium	1500
REQUIRED MATERIALS	
Fleecy Fur	4
Boiled-Egg Ore	1

MAX TP UP XX	
Type	Intergalactic
Sell Price	500
Boosts maximum TP by 3000.	
Required Miranium	2000
REQUIRED MATERIALS	
Fleecy Fur	5
Marine Rutile	1

EVASION UP I	
Type	Common
Sell Price	50
Boosts evasion by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	1
Arc Sand Ore	1

EVASION UP V	
Type	Common
Sell Price	90
Boosts evasion by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	2
Lionbone Bort	1

EVASION UP X	
Type	Rare
Sell Price	140
Boosts evasion by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Cloudy Eyeball	8
Gerrid Shell	8
Jacul Waterfall Orb	8
Everfreeze Ore	2

EVASION UP XV	
Type	Unique
Sell Price	190
Boosts evasion by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Cloudy Eyeball	16
Gerrid Shell	16
Jacul Waterfall Orb	16
Foucaultium	4

EVASION UP XX	
Type	Intergalactic
Sell Price	250
Boosts evasion by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Cloudy Eyeball	32
Gerrid Shell	32
Jacul Waterfall Orb	32
Bonjelium	8

POTENTIAL UP I	
Type	Common
Sell Price	50
Boosts potential by 4.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

POTENTIAL UP V	
Type	Common
Sell Price	90
Boosts potential by 12.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

POTENTIAL UP X	
Type	Rare
Sell Price	140
Boosts potential by 22.	
Required Miranium	100
REQUIRED MATERIALS	
Distilled Sap	8
Blazing Gas Sac	8
Lepyx Moonstone	8
Everfreeze Ore	2

POTENTIAL UP XV	
Type	Unique
Sell Price	190
Boosts potential by 32.	
Required Miranium	1500
REQUIRED MATERIALS	
Distilled Sap	16
Blazing Gas Sac	16
Lepyx Moonstone	16
Foucaultium	4

POTENTIAL UP XX	
Type	Intergalactic
Sell Price	250
Boosts potential by 50.	
Required Miranium	2000
REQUIRED MATERIALS	
Distilled Sap	32
Blazing Gas Sac	32
Lepyx Moonstone	32
Bonjelium	8

MAX HP BOOST I	
Type	Common
Sell Price	500
Boosts maximum HP by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Redwood Aprica Antlers	1
Raw Meaty Caecus Liver	1
Succulent Meat	1
White Cometite	1

MAX HP BOOST V	
Type	Common
Sell Price	900
Boosts maximum HP by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Redwood Aprica Antlers	2
Raw Meaty Caecus Liver	2
Succulent Meat	2
Dawnstone	1

MAX HP BOOST X	
Type	Rare
Sell Price	1400
Boosts maximum HP by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Redwood Aprica Antlers	6
Golden Cantor Tooth	6
Big Balaena Water Bag	6
Everfreeze Ore	2

MAX HP BOOST XV	
Type	Unique
Sell Price	1900
Boosts maximum HP by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Redwood Aprica Antlers	12
Golden Cantor Tooth	12
Big Balaena Water Bag	12
Foucaultium	4

MAX HP BOOST XX	
Type	Intergalactic
Sell Price	2500
Boosts maximum HP by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Redwood Aprica Antlers	24
Golden Cantor Tooth	24
Big Balaena Water Bag	24
Bonjelium	8

MAX TP BOOST I	
Type	Common
Sell Price	500
Boosts maximum TP by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Hard Pom Pom	1
Black Thallus Antenna	1
Fleecy Fur	1
White Cometite	1

MAX TP BOOST V	
Type	Common
Sell Price	900
Boosts maximum TP by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Hard Pom Pom	2
Black Thallus Antenna	2
Fleecy Fur	2
Dawnstone	1

MAX TP BOOST X	
Type	Rare
Sell Price	1400
Boosts maximum TP by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Hard Pom Pom	4
Fatty Fish Belly	4
Scintimure Fat	4
Everfreeze Ore	2

MAX TP BOOST XV	
Type	Unique
Sell Price	1900
Boosts maximum TP by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Hard Pom Pom	8
Fatty Fish Belly	8
Scintimure Fat	8
Foucaultium	3

MAX TP BOOST XX	
Type	Intergalactic
Sell Price	2500
Boosts maximum TP by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Hard Pom Pom	16
Fatty Fish Belly	16
Scintimure Fat	16
Bonjelium	4

EVASION BOOST I	
Type	Common
Sell Price	500
Boosts evasion by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Epithelium	1
Fal-swo Solar Crest	1
Black Fog Deposits	1
White Cometite	1

EVASION BOOST V	
Type	Common
Sell Price	900
Boosts evasion by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Epithelium	2
Fal-swo Solar Crest	2
Black Fog Deposits	2
Dawnstone	1

EVASION BOOST X	
Type	Rare
Sell Price	1400
Boosts evasion by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Epithelium	8
Brilliant Tersqual Liquid	8
Blinding Lophid Extract	8
Everfreeze Ore	2

EVASION BOOST XV	
Type	Unique
Sell Price	1900
Boosts evasion by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Slimy Epithelium	24
Brilliant Tersqual Liquid	24
Blinding Lophid Extract	24
Foucaultium	8

EVASION BOOST XX	
Type	Intergalactic
Sell Price	2500
Boosts evasion by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Slimy Epithelium	48
Brilliant Tersqual Liquid	48
Blinding Lophid Extract	48
Bonjelium	16

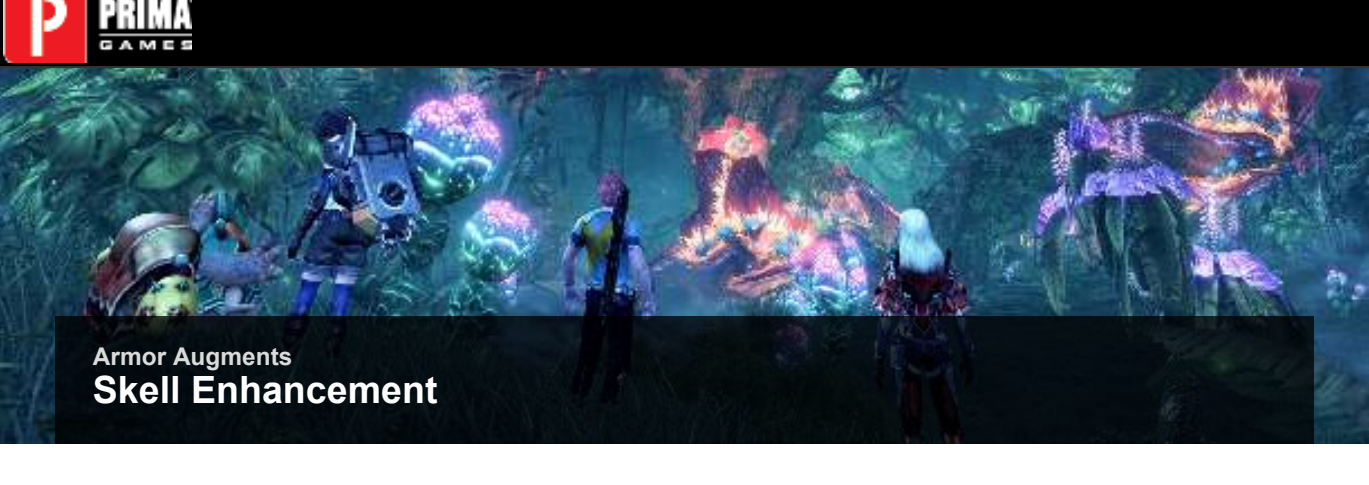
POTENTIAL BOOST I	
Type	Common
Sell Price	500
Boosts potential by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Nutritious Microbes	1
White Fungal Egg	1
Fleecy Fur	1
White Cometite	1

POTENTIAL BOOST V	
Type	Common
Sell Price	900
Boosts potential by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Nutritious Microbes	2
White Fungal Egg	2
Fleecy Fur	2
Dawnstone	1

POTENTIAL BOOST X	
Type	Rare
Sell Price	1400
Boosts potential by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Nutritious Microbes	8
Clear Gerrid Soup	8
Gularthian Everflame	8
Everfreeze Ore	2

POTENTIAL BOOST XV	
Type	Unique
Sell Price	1900
Boosts potential by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Nutritious Microbes	24
Clear Gerrid Soup	24
Gularthian Everflame	24
Foucaultium	8

POTENTIAL BOOST XX	
Type	Intergalactic
Sell Price	2500
Boosts potential by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Nutritious Microbes	48
Clear Gerrid Soup	48
Gularthian Everflame	48
Bonjelium	16



MAX HP DRIVE I	
Type	Common
Sell Price	500
Boosts maximum Skell HP by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	1
Fresh Fish Meat	1
Aurorite	1

MAX HP DRIVE V	
Type	Common
Sell Price	900
Boosts maximum Skell HP by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	2
Fresh Fish Meat	2
Infernium	1

MAX HP DRIVE X	
Type	Rare
Sell Price	1400
Boosts maximum Skell HP by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	8
E.M. Unit	8
Cimmerian Cinnabar	2

MAX HP DRIVE XV	
Type	Unique
Sell Price	1900
Boosts maximum Skell HP by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Succulent Meat	16
E.M. Unit	16
Ouroboros Crystal	4

MAX HP DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts maximum Skell HP by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Succulent Meat	32
E.M. Unit	32
Parhelion Platinum	8

MAX GP DRIVE I	
Type	Common
Sell Price	500
Boosts maximum Skell GP by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Gooey Gunge	1
Aurorite	1

MAX GP DRIVE V	
Type	Common
Sell Price	900
Boosts maximum Skell GP by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Gooey Gunge	2
Infernium	1

MAX GP DRIVE X	
Type	Rare
Sell Price	1400
Boosts maximum Skell GP by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	8
S.P. Unit	8
Cimmerian Cinnabar	2

MAX GP DRIVE XV	
Type	Unique
Sell Price	1900
Boosts maximum Skell GP by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Fleecy Fur	16
S.P. Unit	16
Ouroboros Crystal	4

MAX GP DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts maximum Skell GP by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Fleecy Fur	32
S.P. Unit	32
Parhelion Platinum	8

MELEE ACCURACY DRIVE I	
Type	Common
Sell Price	500
Boosts Skell melee accuracy by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Combat Boost Meds	1
Aurorite	1

MELEE ACCURACY DRIVE V	
Type	Common
Sell Price	900
Boosts Skell melee accuracy by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Combat Boost Meds	2
Infernium	1

MELEE ACCURACY DRIVE X	
Type	Rare
Sell Price	1400
Boosts Skell melee accuracy by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	3
T.P. Unit	3
Cimmerian Cinnabar	1

MELEE ACCURACY DRIVE XV	
Type	Unique
Sell Price	1900
Boosts Skell melee accuracy by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Muscled Suid Bulge	4
T.P. Unit	4
Ouroboros Crystal	1

MELEE ACCURACY DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell melee accuracy by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Muscled Suid Bulge	5
T.P. Unit	5
Parhelion Platinum	1

RANGED ACCURACY DRIVE I	
Type	Common
Sell Price	500
Boosts Skell ranged accuracy by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	1
Small Scale	1
Aurorite	1

RANGED ACCURACY DRIVE V	
Type	Common
Sell Price	900
Boosts Skell ranged accuracy by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	2
Small Scale	2
Infernium	1

RANGED ACCURACY DRIVE X	
Type	Rare
Sell Price	1400
Boosts Skell ranged accuracy by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	3
R.B. Unit	3
Cimmerian Cinnabar	1

RANGED ACCURACY DRIVE XV	
Type	Unique
Sell Price	1900
Boosts Skell ranged accuracy by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Appetizing Suid Tail	4
R.B. Unit	4
Ouroboros Crystal	1

RANGED ACCURACY DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell ranged accuracy by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Appetizing Suid Tail	5
R.B. Unit	5
Parhelion Platinum	1

EVASION DRIVE I	
Type	Common
Sell Price	500
Boosts Skell evasion by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	1
Rotten Meat	1
Aurorite	1

EVASION DRIVE V	
Type	Common
Sell Price	900
Boosts Skell evasion by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	2
Rotten Meat	2
Infernium	1

EVASION DRIVE X	
Type	Rare
Sell Price	1400
Boosts Skell evasion by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	8
Mollusk Mucus	8
Cimmerian Cinnabar	2

EVASION DRIVE XV	
Type	Unique
Sell Price	1900
Boosts Skell evasion by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Fog Deposits	24
Mollusk Mucus	24
Ouroboros Crystal	8

EVASION DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell evasion by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Fog Deposits	48
Mollusk Mucus	48
Parhelion Platinum	16

MELEE ATTACK DRIVE I	
Type	Common
Sell Price	500
Boosts Skell melee attack by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Muscled Simius Bulge	1
Aurorite	1

MELEE ATTACK DRIVE V	
Type	Common
Sell Price	900
Boosts Skell melee attack by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Muscled Simius Bulge	2
Infernium	1

MELEE ATTACK DRIVE X	
Type	Rare
Sell Price	1400
Boosts Skell melee attack by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	8
Pristine Bristles	3
Cimmerian Cinnabar	2

MELEE ATTACK DRIVE XV	
Type	Unique
Sell Price	1900
Boosts Skell melee attack by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Muscled Suid Bulge	16
Pristine Bristles	6
Ouroboros Crystal	4

MELEE ATTACK DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell melee attack by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Muscled Suid Bulge	32
Pristine Bristles	12
Parhelion Platinum	18

RANGED ATTACK DRIVE I	
Type	Common
Sell Price	500
Boosts Skell ranged attack by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	1
Dual Boards	1
Aurorite	1

RANGED ATTACK DRIVE V	
Type	Common
Sell Price	900
Boosts Skell ranged attack by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	2
Dual Boards	2
Infernium	1

RANGED ATTACK DRIVE X	
Type	Rare
Sell Price	1400
Boosts Skell ranged attack by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	8
Rainbow Carving Shard	3
Cimmerian Cinnabar	2

RANGED ATTACK DRIVE XV	
Type	Unique
Sell Price	1900
Boosts Skell ranged attack by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Appetizing Suid Tail	16
Rainbow Carving Shard	6
Ouroboros Crystal	4

RANGED ATTACK DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell ranged attack by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Appetizing Suid Tail	32
Rainbow Carving Shard	12
Parhelion Platinum	8

POTENTIAL DRIVE I	
Type	Common
Sell Price	500
Boosts Skell potential by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Orange Tequila	1
Aurorite	1

POTENTIAL DRIVE V	
Type	Common
Sell Price	900
Boosts Skell potential by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Orange Tequila	2
Infernium	1

POTENTIAL DRIVE X	
Type	Rare
Sell Price	1400
Boosts Skell potential by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	6
Pristine Whiskers	3
Cimmerian Cinnabar	2

POTENTIAL DRIVE XV	
Type	Unique
Sell Price	1900
Boosts Skell potential by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Fleecy Fur	12
Pristine Whiskers	4
Ouroboros Crystal	4

POTENTIAL DRIVE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell potential by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Fleecy Fur	24
Pristine Whiskers	8
Parhelion Platinum	8

BIND: REFUEL I	
Type	Common
Sell Price	800
Boosts fuel recovery by 5 units per second when binding an enemy.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Tail	1
Fine Transparent Belt	1
Aurorite	1

BIND: REFUEL V	
Type	Common
Sell Price	1440
Boosts fuel recovery by 9 units per second when binding an enemy.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Tail	2
Fine Transparent Belt	2
Infernium	1

BIND: REFUEL X	
Type	Rare
Sell Price	2240
Boosts fuel recovery by 14 units per second when binding an enemy.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Tail	3
Quality Skin	3
Cimmerian Cinnabar	1

BIND: REFUEL XV	
Type	Unique
Sell Price	3040
Boosts fuel recovery by 20 units per second when binding an enemy.	
Required Miranium	1500
REQUIRED MATERIALS	
Supple Tail	4
Quality Skin	4
Ouroboros Crystal	1

BIND: REFUEL XX	
Type	Intergalactic
Sell Price	4000
Boosts fuel recovery by 25 units per second when binding an enemy.	
Required Miranium	2000
REQUIRED MATERIALS	
Supple Tail	5
Quality Skin	5
Parhelion Platinum	1

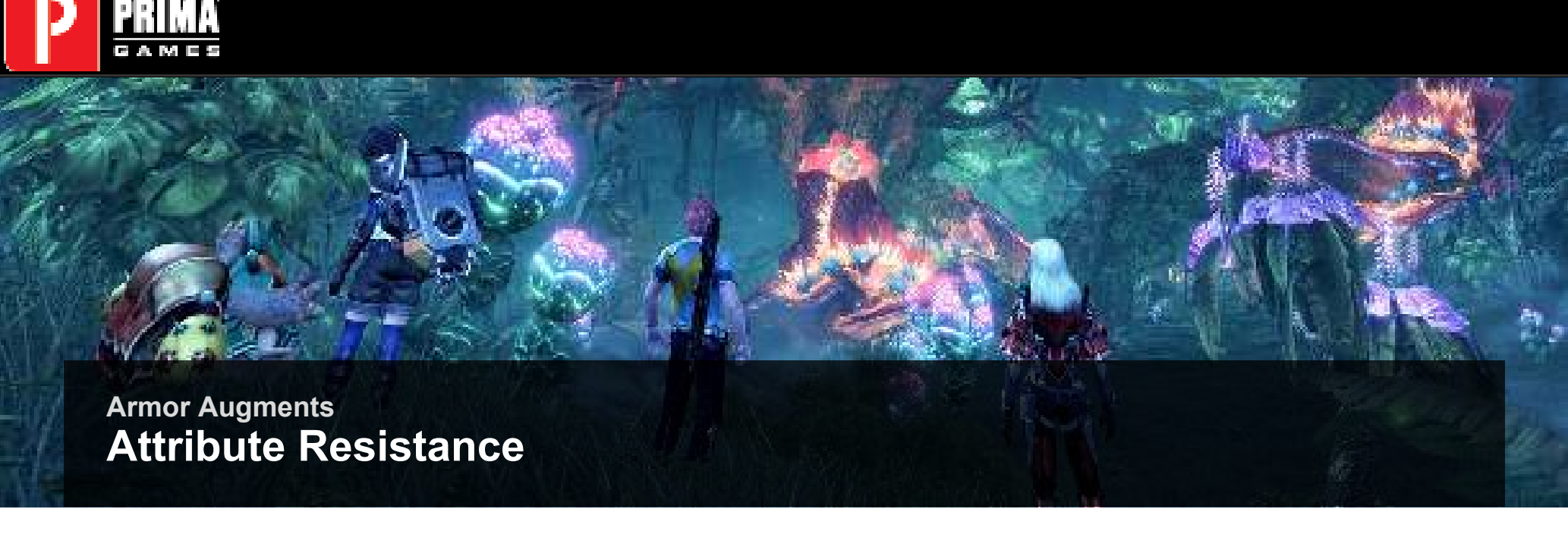
FUEL EFFICIENCY UP I	
Type	Common
Sell Price	800
Boosts fuel efficiency by 5% when fighting in a Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Black Puff	1
Caro Tail Lights	1
Standard Coil	1
White Cometite	1

FUEL EFFICIENCY UP V	
Type	Common
Sell Price	1440
Boosts fuel efficiency by 25% when fighting in a Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Black Puff	2
Caro Tail Lights	2
Standard Coil	2
Dawnstone	1

FUEL EFFICIENCY UP X	
Type	Rare
Sell Price	2240
Boosts fuel efficiency by 50% when fighting in a Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Black Puff	3
Giant Protein	3
Filiavent Intestine	3
Everfreeze Ore	1

FUEL EFFICIENCY UP XV	
Type	Unique
Sell Price	3040
Boosts fuel efficiency by 75% when fighting in a Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Puff	4
Giant Protein	4
Filiavent Intestine	4
Foucaultium	1

FUEL EFFICIENCY UP XX	
Type	Intergalactic
Sell Price	4000
Boosts fuel efficiency by 100% when fighting in a Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Puff	5
Giant Protein	5
Filiavent Intestine	5
Bonjelium	1



Armor Augments

Attribute Resistance

PHYSICAL RESISTANCE UP I	
Type	Common
Sell Price	300
Boosts physical resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Cinicula Shell	1
Falsaxum Shell	1
Suid Fillet	1
White Cometite	1

PHYSICAL RESISTANCE UP V	
Type	Common
Sell Price	540
Boosts physical resistance by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Cinicula Shell	2
Falsaxum Shell	2
Suid Fillet	2
Dawnstone	1

PHYSICAL RESISTANCE UP X	
Type	Rare
Sell Price	840
Boosts physical resistance by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Cinicula Shell	3
Ictus Shell	3
Golden Blatta Wing	3
Everfreeze Ore	1

PHYSICAL RESISTANCE UP XV	
Type	Unique
Sell Price	1140
Boosts physical resistance by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Cinicula Shell	4
Ictus Shell	4
Golden Blatta Wing	4
Foucaultium	1

PHYSICAL RESISTANCE UP XX	
Type	Intergalactic
Sell Price	1500
Boosts physical resistance by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Cinicula Shell	5
Ictus Shell	5
Golden Blatta Wing	5
Bonjelium	1

BEAM RESISTANCE UP I	
Type	Common
Sell Price	300
Boosts beam resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lead Carapace	1
Ocher Stabilizer	1
Adsecula Gold Nugget	1
White Cometite	1

BEAM RESISTANCE UP V	
Type	Common
Sell Price	540
Boosts beam resistance by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Lead Carapace	2
Ocher Stabilizer	2
Adsecula Gold Nugget	2
Dawnstone	1

BEAM RESISTANCE UP X	
Type	Rare
Sell Price	840
Boosts beam resistance by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Lead Carapace	3
Blue Milsaadi Hood	3
Pink Ceto Membrane	3
Everfreeze Ore	1

BEAM RESISTANCE UP XV	
Type	Unique
Sell Price	1140
Boosts beam resistance by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Lead Carapace	4
Blue Milsaadi Hood	4
Pink Ceto Membrane	4
Foucaultium	1

BEAM RESISTANCE UP XX	
Type	Intergalactic
Sell Price	1500
Boosts beam resistance by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Lead Carapace	5
Blue Milsaadi Hood	5
Pink Ceto Membrane	5
Bonjelium	1

ELECTRIC RESISTANCE UP I	
Type	Common
Sell Price	300
Boosts electric resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Squishy Cartilage	1
Stout Purgovent Extract	1
Lepyx Elastic Cell	1
White Cometite	1

ELECTRIC RESISTANCE UP V	
Type	Common
Sell Price	540
Boosts electric resistance by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Squishy Cartilage	2
Stout Purgovent Extract	2
Lepyx Elastic Cell	2
Dawnstone	1

ELECTRIC RESISTANCE UP X	
Type	Rare
Sell Price	840
Boosts electric resistance by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Squishy Cartilage	3
Purple Scintimure Tentacle	3
Aeviter Membrane	3
Everfreeze Ore	1

ELECTRIC RESISTANCE UP XV	
Type	Unique
Sell Price	1140
Boosts electric resistance by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Squishy Cartilage	4
Purple Scintimure Tentacle	4
Aeviter Membrane	4
Foucaultium	1

ELECTRIC RESISTANCE UP XX	
Type	Intergalactic
Sell Price	1500
Boosts electric resistance by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Squishy Cartilage	5
Purple Scintimure Tentacle	5
Aeviter Membrane	5
Bonjelium	1

THERMAL RESISTANCE UP I	
Type	Common
Sell Price	300
Boosts thermal resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Copper Caro Plate	1
Quo Pod	1
Potamus Life Lung	1
White Cometite	1

THERMAL RESISTANCE UP V	
Type	Common
Sell Price	540
Boosts thermal resistance by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Copper Caro Plate	2
Quo Pod	2
Potamus Life Lung	2
Dawnstone	1

THERMAL RESISTANCE UP X	
Type	Rare
Sell Price	840
Boosts thermal resistance by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Copper Caro Plate	3
Scorching Giant Cells	3
Tersqual Fire Pouch	3
Everfreeze Ore	1

THERMAL RESISTANCE UP XV	
Type	Unique
Sell Price	1140
Boosts thermal resistance by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Shiny Copper Caro Plate	4
Scorching Giant Cells	4
Tersqual Fire Pouch	4
Foucaultium	1

THERMAL RESISTANCE UP XX	
Type	Intergalactic
Sell Price	1500
Boosts thermal resistance by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Shiny Copper Caro Plate	5
Scorching Giant Cells	5
Tersqual Fire Pouch	5
Bonjelium	1

ETHER RESISTANCE UP I	
Type	Common
Sell Price	300
Boosts ether resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Mirror	1
Upgraded Sensor Part	1
Medicinal Blatta Oil	1
White Cometite	1

ETHER RESISTANCE UP V	
Type	Common
Sell Price	540
Boosts ether resistance by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Mirror	2
Upgraded Sensor Part	2
Medicinal Blatta Oil	2
Dawnstone	1

ETHER RESISTANCE UP X	
Type	Rare
Sell Price	840
Boosts ether resistance by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Mirror	3
Red Milsaadi Hood	3
Gold Ceto Membrane	3
Everfreeze Ore	1

ETHER RESISTANCE UP XV	
Type	Unique
Sell Price	1140
Boosts ether resistance by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Opaque Mirror	4
Red Milsaadi Hood	4
Gold Ceto Membrane	4
Foucaultium	1

ETHER RESISTANCE UP XX	
Type	Intergalactic
Sell Price	1500
Boosts ether resistance by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Opaque Mirror	5
Red Milsaadi Hood	5
Gold Ceto Membrane	5
Bonjelium	1

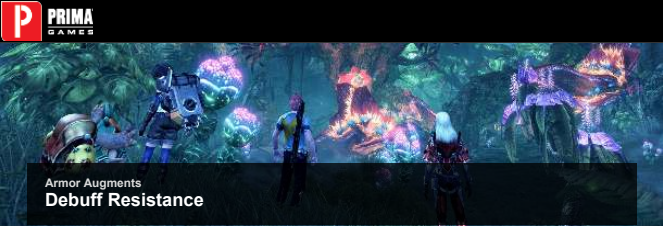
GRAVITY RESISTANCE UP I	
Type	Common
Sell Price	300
Boosts gravity resistance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Large Hoof	1
Genuine Plate	1
Tricolored Ovis Meat	1
White Cometite	1

GRAVITY RESISTANCE UP V	
Type	Common
Sell Price	540
Boosts gravity resistance by 9.	
Required Miranium	100
REQUIRED MATERIALS	
Large Hoof	2
Genuine Plate	2
Tricolored Ovis Meat	2
Dawnstone	1

GRAVITY RESISTANCE UP X	
Type	Rare
Sell Price	840
Boosts gravity resistance by 14.	
Required Miranium	100
REQUIRED MATERIALS	
Large Hoof	3
Oc-serv Southern Crest	3
Oc-serv Eastern Crest	3
Everfreeze Ore	1

GRAVITY RESISTANCE UP XV	
Type	Unique
Sell Price	1140
Boosts gravity resistance by 20.	
Required Miranium	1500
REQUIRED MATERIALS	
Large Hoof	4
Oc-serv Southern Crest	4
Oc-serv Eastern Crest	4
Foucaultium	1

GRAVITY RESISTANCE UP XX	
Type	Intergalactic
Sell Price	1500
Boosts gravity resistance by 25.	
Required Miranium	2000
REQUIRED MATERIALS	
Large Hoof	5
Oc-serv Southern Crest	5
Oc-serv Eastern Crest	5
Bonjelium	1



Debuff Resistance

RESIST STAGGER I	
Type	Common
Sell Price	300
Boosts resistance to Stagger by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Silk	1
Arc Sand Ore	1

RESIST STAGGER V	
Type	Common
Sell Price	540
Boosts resistance to Stagger by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Silk	2
Lionbone Bort	1

RESIST STAGGER X	
Type	Rare
Sell Price	840
Boosts resistance to Stagger by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Silk	3
Enduron Lead	1

RESIST STAGGER XV	
Type	Unique
Sell Price	1140
Boosts resistance to Stagger by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Scirpo Silk	4
Boiled-Egg Ore	1

RESIST STAGGER XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Stagger by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Scirpo Silk	5
Marine Rutile	1

RESIST FLINCH I	
Type	Common
Sell Price	300
Boosts resistance to Flinch by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	1
Arc Sand Ore	1

RESIST FLINCH V	
Type	Common
Sell Price	540
Boosts resistance to Flinch by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	2
Lionbone Bort	1

RESIST FLINCH X	
Type	Rare
Sell Price	840
Boosts resistance to Flinch by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	3
Enduron Lead	1

RESIST FLINCH XV	
Type	Unique
Sell Price	1140
Boosts resistance to Flinch by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Taut Leather	4
Boiled-Egg Ore	1

RESIST FLINCH XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Flinch by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Taut Leather	5
Marine Rutile	1

RESIST TOPPLE I	
Type	Common
Sell Price	300
Boosts resistance to Topple by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Croaking Bag	1
Smooth Tail Fin	1
Aurorite	1

RESIST TOPPLE V	
Type	Common
Sell Price	540
Boosts resistance to Topple by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Croaking Bag	2
Smooth Tail Fin	2
Infernium	1

RESIST TOPPLE X	
Type	Rare
Sell Price	840
Boosts resistance to Topple by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Croaking Bag	3
Thick Coronid Hide	3
Cimmerian Cinnabar	1

RESIST TOPPLE XV	
Type	Unique
Sell Price	1140
Boosts resistance to Topple by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Auravis Croaking Bag	4
Thick Coronid Hide	4
Ouroboros Crystal	1

RESIST TOPPLE XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Topple by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Auravis Croaking Bag	5
Thick Coronid Hide	5
Parhelion Platinum	1

RESIST KNOCKBACK I	
Type	Common
Sell Price	300
Boosts resistance to Knockback by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	1
Arc Sand Ore	1

RESIST KNOCKBACK V	
Type	Common
Sell Price	540
Boosts resistance to Knockback by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	2
Lionbone Bort	1

RESIST KNOCKBACK X	
Type	Rare
Sell Price	840
Boosts resistance to Knockback by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	3
Enduron Lead	1

RESIST KNOCKBACK XV	
Type	Unique
Sell Price	1140
Boosts resistance to Knockback by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Lovely Pom Pom	4
Boiled-Egg Ore	1

RESIST KNOCKBACK XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Knockback by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Lovely Pom Pom	5
Marine Rutile	1

RESIST LAUNCH I	
Type	Common
Sell Price	300
Boosts resistance to Launch by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Laughing Bag	1
Caecus Crest	1
Aurorite	1

RESIST LAUNCH V	
Type	Common
Sell Price	540
Boosts resistance to Launch by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Laughing Bag	2
Caecus Crest	2
Infernium	1

RESIST LAUNCH X	
Type	Rare
Sell Price	840
Boosts resistance to Launch by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Auravis Laughing Bag	3
Red Filavent Tentacle	3
Cimmerian Cinnabar	1

RESIST LAUNCH XV	
Type	Unique
Sell Price	1140
Boosts resistance to Launch by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Auravis Laughing Bag	4
Red Filavent Tentacle	4
Ouroboros Crystal	1

RESIST LAUNCH XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Launch by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Auravis Laughing Bag	5
Red Filavent Tentacle	5
Parhelion Platinum	1

RESIST STUN I	
Type	Common
Sell Price	300
Boosts resistance to Stun by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Jammer	1
Smelly Fish Meat	1
Aurorite	1

RESIST STUN V	
Type	Common
Sell Price	540
Boosts resistance to Stun by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Jammer	2
Smelly Fish Meat	2
Infernium	1

RESIST STUN X	
Type	Rare
Sell Price	840
Boosts resistance to Stun by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Jammer	3
Black Filavent Tentacle	3
Cimmerian Cinnabar	1

RESIST STUN XV	
Type	Unique
Sell Price	1140
Boosts resistance to Stun by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Upgraded Jammer	4
Black Filavent Tentacle	4
Ouroboros Crystal	1

RESIST STUN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Stun by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Upgraded Jammer	5
Black Filavent Tentacle	5
Parhelion Platinum	1

RESIST SLEEP I	
Type	Common
Sell Price	300
Boosts resistance to Sleep by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Musky Nectar	1
Arc Sand Ore	1

RESIST SLEEP V	
Type	Common
Sell Price	540
Boosts resistance to Sleep by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Musky Nectar	2
Lionbone Bort	1

RESIST SLEEP X	
Type	Rare
Sell Price	840
Boosts resistance to Sleep by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Musky Nectar	3
Enduron Lead	1

RESIST SLEEP XV	
Type	Unique
Sell Price	1140
Boosts resistance to Sleep by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Musky Nectar	4
Boiled-Egg Ore	1

RESIST SLEEP XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Sleep by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Musky Nectar	5
Marine Rutile	1

RESIST TAUNT I	
Type	Common
Sell Price	300
Boosts resistance to Taunt by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	1
Arc Sand Ore	1

RESIST TAUNT V	
Type	Common
Sell Price	540
Boosts resistance to Taunt by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	2
Lionbone Bort	1

RESIST TAUNT X	
Type	Rare
Sell Price	840
Boosts resistance to Taunt by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	3
Enduron Lead	1

RESIST TAUNT XV	
Type	Unique
Sell Price	1140
Boosts resistance to Taunt by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	4
Boiled-Egg Ore	1

RESIST TAUNT XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Taunt by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Puge Self-Destruct Mechanism	5
Marine Rutile	1

RESIST CONTROL I	
Type	Common
Sell Price	300
Boosts resistance to Control by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Claw	1
Arc Sand Ore	1

RESIST CONTROL V	
Type	Common
Sell Price	540
Boosts resistance to Control by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Claw	2
Lionbone Bort	1

RESIST CONTROL X	
Type	Rare
Sell Price	840
Boosts resistance to Control by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Claw	3
Enduron Lead	1

RESIST CONTROL XV	
Type	Unique
Sell Price	1140
Boosts resistance to Control by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Cracked Claw	4
Boiled-Egg Ore	1

RESIST CONTROL XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Control by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Cracked Claw	5
Marine Rutile	1

RESIST VIRUS I	
Type	Common
Sell Price	300
Boosts resistance to Virus by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Sunstone	1
Arc Sand Ore	1

RESIST VIRUS V	
Type	Common
Sell Price	540
Boosts resistance to Virus by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Sunstone	2
Lionbone Bort	1

RESIST VIRUS X	
Type	Rare
Sell Price	840
Boosts resistance to Virus by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Sunstone	3
Enduron Lead	1

RESIST VIRUS XV	
Type	Unique
Sell Price	1140
Boosts resistance to Virus by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Lepyx Sunstone	4
Boiled-Egg Ore	1

RESIST VIRUS XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Virus by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Lepyx Sunstone	5
Marine Rutile	1

RESIST BLACKOUT I	
Type	Common
Sell Price	300
Boosts resistance to Blackout by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Dull Stone	1
Arc Sand Ore	1

RESIST BLACKOUT V	
Type	Common
Sell Price	540
Boosts resistance to Blackout by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Dull Stone	2
Lionbone Bort	1

RESIST BLACKOUT X	
Type	Rare
Sell Price	840
Boosts resistance to Blackout by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Dull Stone	3
Enduron Lead	1

RESIST BLACKOUT XV	
Type	Unique
Sell Price	1140
Boosts resistance to Blackout by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Dull Stone	4
Boiled-Egg Ore	1

RESIST BLACKOUT XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Blackout by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Dull Stone	5
Marine Rutile	1

RESIST FATIGUE I	
Type	Common
Sell Price	300
Boosts resistance to Fatigue by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Red Blatta Wing	1
Arc Sand Ore	1

RESIST FATIGUE V	
Type	Common
Sell Price	540
Boosts resistance to Fatigue by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Red Blatta Wing	2
Lionbone Bort	1

RESIST FATIGUE X	
Type	Rare
Sell Price	840
Boosts resistance to Fatigue by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Red Blatta Wing	3
Enduron Lead	1

RESIST FATIGUE XV	
Type	Unique
Sell Price	1140
Boosts resistance to Fatigue by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Blatta Wing	4
Boiled-Egg Ore	1

RESIST FATIGUE XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Fatigue by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Blatta Wing	5
Marine Rutile	1

RESIST SLOW ARTS I	
Type	Common
Sell Price	300
Boosts resistance to Slow Arts by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Leg	1
Arc Sand Ore	1

RESIST SLOW ARTS V	
Type	Common
Sell Price	540
Boosts resistance to Slow Arts by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Leg	2
Lionbone Bort	1

RESIST SLOW ARTS X	
Type	Rare
Sell Price	840
Boosts resistance to Slow Arts by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Insect Leg	3
Enduron Lead	1

RESIST SLOW ARTS XV	
Type	Unique
Sell Price	1140
Boosts resistance to Slow Arts by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Pristine Insect Leg	4
Boiled-Egg Ore	1

RESIST SLOW ARTS XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Slow Arts by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Pristine Insect Leg	5
Marine Rutile	1

RESIST PHYSICAL RES DOWN I	
Type	Common
Sell Price	300
Boosts resistance to Physical Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Tough Humpsteak	1
Arc Sand Ore	1

RESIST PHYSICAL RES DOWN V	
Type	Common
Sell Price	540
Boosts resistance to Physical Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Tough Humpsteak	2
Lionbone Bort	1

RESIST PHYSICAL RES DOWN X	
Type	Rare
Sell Price	840
Boosts resistance to Physical Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Tough Humpsteak	3
Enduron Lead	1

RESIST PHYSICAL RES DOWN XV	
Type	Unique
Sell Price	1140
Boosts resistance to Physical Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Tough Humpsteak	4
Boiled-Egg Ore	1

RESIST PHYSICAL RES DOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Physical Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Tough Humpsteak	5
Marine Rutile	1

RESIST BEAM RES DOWN I	
Type	Common
Sell Price	300
Boosts resistance to Beam Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Duoguill Broth	1
Arc Sand Ore	1

RESIST BEAM RES DOWN V	
Type	Common
Sell Price	540
Boosts resistance to Beam Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Duoguill Broth	2
Lionbone Bort	1

RESIST BEAM RES DOWN X	
Type	Rare
Sell Price	840
Boosts resistance to Beam Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Duoguill Broth	3
Enduron Lead	1

RESIST BEAM RES DOWN XV	
Type	Unique
Sell Price	1140
Boosts resistance to Beam Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Duoguill Broth	4
Boiled-Egg Ore	1

RESIST BEAM RES DOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Beam Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Duoguill Broth	5
Marine Rutile	1

RESIST THERMAL RES DOWN I	
Type	Common
Sell Price	300
Boosts resistance to Thermal Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Tongue	1
Arc Sand Ore	1

RESIST THERMAL RES DOWN V	
Type	Common
Sell Price	540
Boosts resistance to Thermal Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Tongue	2
Lionbone Bort	1

RESIST THERMAL RES DOWN X	
Type	Rare
Sell Price	840
Boosts resistance to Thermal Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Tongue	3
Enduron Lead	1

RESIST THERMAL RES DOWN XV	
Type	Unique
Sell Price	1140
Boosts resistance to Thermal Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Slimy Tongue	4
Boiled-Egg Ore	1

RESIST THERMAL RES DOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Thermal Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Slimy Tongue	5
Marine Rutile	1

RESIST ELECTRIC RES DOWN I	
Type	Common
Sell Price	300
Boosts resistance to Electric Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Electrical Tentacle	1
Arc Sand Ore	1

RESIST ELECTRIC RES DOWN V	
Type	Common
Sell Price	540
Boosts resistance to Electric Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Electrical Tentacle	2
Lionbone Bort	1

RESIST ELECTRIC RES DOWN X	
Type	Rare
Sell Price	840
Boosts resistance to Electric Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Electrical Tentacle	3
Enduron Lead	1

RESIST ELECTRIC RES DOWN XV	
Type	Unique
Sell Price	1140
Boosts resistance to Electric Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Blue Electrical Tentacle	4
Boiled-Egg Ore	1

RESIST ELECTRIC RES DOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Electric Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Blue Electrical Tentacle	5
Marine Rutile	1

RESIST ETHER RES DOWN I	
Type	Common
Sell Price	300
Boosts resistance to Ether Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Papil Straw	1
Arc Sand Ore	1

RESIST ETHER RES DOWN V	
Type	Common
Sell Price	540
Boosts resistance to Ether Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Papil Straw	2
Lionbone Bort	1

RESIST ETHER RES DOWN X	
Type	Rare
Sell Price	840
Boosts resistance to Ether Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Papil Straw	3
Enduron Lead	1

RESIST ETHER RES DOWN XV	
Type	Unique
Sell Price	1140
Boosts resistance to Ether Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Papil Straw	4
Boiled-Egg Ore	1

RESIST ETHER RES DOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Ether Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Papil Straw	5
Marine Rutile	1

RESIST GRAVITY RES DOWN I	
Type	Common
Sell Price	300
Boosts resistance to Gravity Res Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Jaw Meat	1
Arc Sand Ore	1

RESIST GRAVITY RES DOWN V	
Type	Common
Sell Price	540
Boosts resistance to Gravity Res Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Jaw Meat	2
Lionbone Bort	1

RESIST GRAVITY RES DOWN X	
Type	Rare
Sell Price	840
Boosts resistance to Gravity Res Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Lepyx Jaw Meat	3
Enduron Lead	1

RESIST GRAVITY RES DOWN XV	
Type	Unique
Sell Price	1140
Boosts resistance to Gravity Res Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Lepyx Jaw Meat	4
Boiled-Egg Ore	1

RESIST GRAVITY RES DOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Gravity Res Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Lepyx Jaw Meat	5
Marine Rutile	1

RESIST TIME BOMB I	
Type	Common
Sell Price	300
Boosts resistance to Time Bomb by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Counter	1
Arc Sand Ore	1

RESIST TIME BOMB V	
Type	Common
Sell Price	540
Boosts resistance to Time Bomb by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Counter	2
Lionbone Bort	1

RESIST TIME BOMB X	
Type	Rare
Sell Price	840
Boosts resistance to Time Bomb by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Puge Counter	3
Enduron Lead	1

RESIST TIME BOMB XV	
Type	Unique
Sell Price	1140
Boosts resistance to Time Bomb by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Puge Counter	4
Boiled-Egg Ore	1

RESIST TIME BOMB XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Time Bomb by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Puge Counter	5
Marine Rutile	1

RESIST HP RECOVERY DOWN I	
Type	Common
Sell Price	300
Boosts resistance to HP Recovery Down by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	1
Arc Sand Ore	1

RESIST HP RECOVERY DOWN V	
Type	Common
Sell Price	540
Boosts resistance to HP Recovery Down by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	2
Lionbone Bort	1

RESIST HP RECOVERY DOWN X	
Type	Rare
Sell Price	840
Boosts resistance to HP Recovery Down by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Succulent Meat	3
Enduron Lead	1

RESIST HP RECOVERY DOWN XV	
Type	Unique
Sell Price	1140
Boosts resistance to HP Recovery Down by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Succulent Meat	4
Boiled-Egg Ore	1

RESIST HP RECOVERY DOWN XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to HP Recovery Down by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Succulent Meat	5
Marine Rutile	1

RESIST BLAZE I	
Type	Common
Sell Price	300
Boosts resistance to Blaze by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fry	1
Arc Sand Ore	1

RESIST BLAZE V	
Type	Common
Sell Price	540
Boosts resistance to Blaze by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fry	2
Lionbone Bort	1

RESIST BLAZE X	
Type	Rare
Sell Price	840
Boosts resistance to Blaze by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fry	3
Enduron Lead	1

RESIST BLAZE XV	
Type	Unique
Sell Price	1140
Boosts resistance to Blaze by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Vesper Fry	4
Boiled-Egg Ore	1

RESIST BLAZE XX	
Type	Intergalactic
Sell Price	1500
Boosts resistance to Blaze by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Vesper Fry	5
Marine Rutile	1

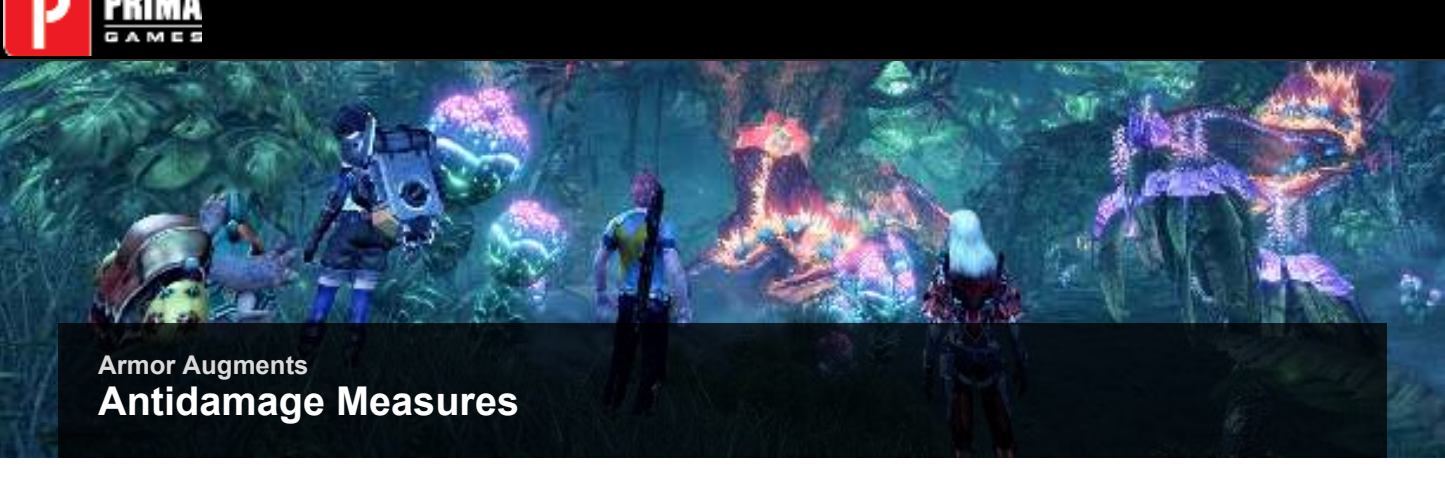
DEBUFF SUPPRESSOR I	
Type	Common
Sell Price	500
Reduces the duration of debuffs by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Jammer	1
Purgovent Jaw Meat	1
Red Blatta Wing	1
White Cometite	1

DEBUFF SUPPRESSOR V	
Type	Common
Sell Price	900
Reduces the duration of debuffs by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Jammer	2
Purgovent Jaw Meat	2
Red Blatta Wing	2
Dawnstone	1

DEBUFF SUPPRESSOR X	
Type	Rare
Sell Price	1400
Reduces the duration of debuffs by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Jammer	3
Rugged Skin	3
Quality Core	3
Everfreeze Ore	1

DEBUFF SUPPRESSOR XV	
Type	Unique
Sell Price	1900
Reduces the duration of debuffs by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Standard Jammer	4
Rugged Skin	4
Quality Core	4
Foucaultium	1

DEBUFF SUPPRESSOR XX	
Type	Intergalactic
Sell Price	1500
Reduces the duration of debuffs by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Standard Jammer	5
Rugged Skin	5
Quality Core	5
Bonjelium	1



Armor Augments

Antidamage Measures

HP REBOUND I	
Type	Common
Sell Price	500
Grants a low chance of recovering 25 HP when taking damage.	
Required Miranium	100
REQUIRED MATERIALS	
Honey Oil	1
Large Purgovent Liver	1
Hulking Incisor	1
White Cometite	1

HP REBOUND V	
Type	Common
Sell Price	900
Grants a low chance of recovering 125 HP when taking damage.	
Required Miranium	100
REQUIRED MATERIALS	
Honey Oil	2
Large Purgovent Liver	2
Hulking Incisor	2
Dawnstone	1

HP REBOUND X	
Type	Rare
Sell Price	1400
Grants a low chance of recovering 250 HP when taking damage.	
Required Miranium	100
REQUIRED MATERIALS	
Honey Oil	8
Unafulge Death Toxin	8
Rich Scintimure Meat	8
Everfreeze Ore	2

HP REBOUND XV	
Type	Unique
Sell Price	1900
Grants a low chance of recovering 375 HP when taking damage.	
Required Miranium	1500
REQUIRED MATERIALS	
Honey Oil	16
Unafulge Death Toxin	16
Rich Scintimure Meat	16
Foucaultium	4

HP REBOUND XX	
Type	Intergalactic
Sell Price	2500
Grants a low chance of recovering 500 HP when taking damage.	
Required Miranium	2000
REQUIRED MATERIALS	
Honey Oil	32
Unafulge Death Toxin	32
Rich Scintimure Meat	32
Bonjelium	8

TP REBOUND I	
Type	Common
Sell Price	500
Grants a low chance of receiving 100 TP when taking damage.	
Required Miranium	100
REQUIRED MATERIALS	
Topaz Wine	1
Glowing Retina	1
Terebra Water Grease	1
White Cometite	1

TP REBOUND V	
Type	Common
Sell Price	900
Grants a low chance of receiving 200 TP when taking damage.	
Required Miranium	100
REQUIRED MATERIALS	
Topaz Wine	2
Glowing Retina	2
Terebra Water Grease	2
Dawnstone	1

TP REBOUND X	
Type	Rare
Sell Price	1400
Grants a low chance of receiving 325 TP when taking damage.	
Required Miranium	100
REQUIRED MATERIALS	
Topaz Wine	8
Silver Petramand Silk	8
Big Balaena Sand Bag	8
Everfreeze Ore	2

TP REBOUND XV	
Type	Unique
Sell Price	1900
Grants a low chance of receiving 450 TP when taking damage.	
Required Miranium	1500
REQUIRED MATERIALS	
Topaz Wine	16
Silver Petramand Silk	16
Big Balaena Sand Bag	16
Foucaultium	4

TP REBOUND XX	
Type	Intergalactic
Sell Price	2500
Grants a low chance of receiving 750 TP when taking damage.	
Required Miranium	2000
REQUIRED MATERIALS	
Topaz Wine	32
Silver Petramand Silk	32
Big Balaena Sand Bag	32
Bonjelium	8

TAUNT: BARRIER I	
Type	Common
Sell Price	200
Grants a very low chance of activating Barrier I when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	1
Arc Sand Ore	1

TAUNT: BARRIER V	
Type	Common
Sell Price	360
Grants a very high chance of activating Barrier I when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	2
Lionbone Bort	1

TAUNT: BARRIER X	
Type	Rare
Sell Price	560
Grants a very high chance of activating Barrier II when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	3
Enduron Lead	1

TAUNT: BARRIER XV	
Type	Unique
Sell Price	760
Grants a very high chance of activating Barrier III when taunted.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Shell	4
Boiled-Egg Ore	1

TAUNT: BARRIER XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of activating Barrier IV when taunted.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Shell	5
Marine Rutile	1

TAUNT: DECOY I	
Type	Common
Sell Price	200
Grants a very low chance of activating Decoy I when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	1
Arc Sand Ore	1

TAUNT: DECOY V	
Type	Common
Sell Price	360
Grants a very high chance of activating Decoy I when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	2
Lionbone Bort	1

TAUNT: DECOY X	
Type	Rare
Sell Price	560
Grants a very high chance of activating Decoy II when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	3
Enduron Lead	1

TAUNT: DECOY XV	
Type	Unique
Sell Price	760
Grants a very high chance of activating Decoy III when taunted.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Fog Deposits	4
Boiled-Egg Ore	1

TAUNT: DECOY XX	
Type	Intergalactic
Sell Price	1000
Grants a very high chance of activating Decoy IV when taunted.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Fog Deposits	5
Marine Rutile	1

TAUNT: SUPERCHARGE I	
Type	Common
Sell Price	200
Grants a 20% chance of activating Supercharge I when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	1
Arc Sand Ore	1

TAUNT: SUPERCHARGE V	
Type	Common
Sell Price	360
Grants a 100% chance of activating Supercharge I when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	2
Lionbone Bort	1

TAUNT: SUPERCHARGE X	
Type	Rare
Sell Price	560
Grants a 100% chance of activating Supercharge II when taunted.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	3
Enduron Lead	1

TAUNT: SUPERCHARGE XV	
Type	Unique
Sell Price	760
Grants a 100% chance of activating Supercharge III when taunted.	
Required Miranium	1500
REQUIRED MATERIALS	
Tatty Insect Wing	4
Boiled-Egg Ore	1

TAUNT: SUPERCHARGE XX	
Type	Intergalactic
Sell Price	1000
Grants a 100% chance of activating Supercharge IV when taunted.	
Required Miranium	2000
REQUIRED MATERIALS	
Tatty Insect Wing	5
Marine Rutile	1

TOPPLE: BARRIER I	
Type	Common
Sell Price	200
Grants a 20% chance of activating Barrier I when toppled.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	1
Arc Sand Ore	1

TOPPLE: BARRIER V	
Type	Common
Sell Price	360
Grants a 100% chance of activating Barrier I when toppled.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	2
Lionbone Bort	1

TOPPLE: BARRIER X	
Type	Rare
Sell Price	560
Grants a 100% chance of activating Barrier II when toppled.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	3
Enduron Lead	1

TOPPLE: BARRIER XV	
Type	Unique
Sell Price	760
Grants a 100% chance of activating Barrier III when toppled.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Shell	4
Boiled-Egg Ore	1

TOPPLE: BARRIER XX	
Type	Intergalactic
Sell Price	1000
Grants a 100% chance of activating Barrier IV when toppled.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Shell	5
Marine Rutile	1

TOPPLE: DECOY I	
Type	Common
Sell Price	200
Grants a 20% chance of activating Decoy I when toppled.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	1
Arc Sand Ore	1

TOPPLE: DECOY V	
Type	Common
Sell Price	360
Grants a 100% chance of activating Decoy I when toppled.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	2
Lionbone Bort	1

TOPPLE: DECOY X	
Type	Rare
Sell Price	560
Grants a 100% chance of activating Decoy II when toppled.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	3
Enduron Lead	1

TOPPLE: DECOY XV	
Type	Unique
Sell Price	760
Grants a 100% chance of activating Decoy III when toppled.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Fog Deposits	4
Boiled-Egg Ore	1

TOPPLE: DECOY XX	
Type	Intergalactic
Sell Price	1000
Grants a 100% chance of activating Decoy IV when toppled.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Fog Deposits	5
Marine Rutile	1

STUN: BARRIER I	
Type	Common
Sell Price	200
Grants a 20% chance of activating Barrier I when stunned.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	1
Arc Sand Ore	1

STUN: BARRIER V	
Type	Common
Sell Price	360
Grants a 100% chance of activating Barrier I when stunned.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	2
Lionbone Bort	1

STUN: BARRIER X	
Type	Rare
Sell Price	560
Grants a 100% chance of activating Barrier II when stunned.	
Required Miranium	100
REQUIRED MATERIALS	
Small Shell	3
Enduron Lead	1

STUN: BARRIER XV	
Type	Unique
Sell Price	760
Grants a 100% chance of activating Barrier III when stunned.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Shell	4
Boiled-Egg Ore	1

STUN: BARRIER XX	
Type	Intergalactic
Sell Price	1000
Grants a 100% chance of activating Barrier IV when stunned.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Shell	5
Marine Rutile	1

STUN: DECOY I	
Type	Common
Sell Price	200
Grants a 20% chance of activating Decoy I when stunned.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	1
Arc Sand Ore	1

STUN: DECOY V	
Type	Common
Sell Price	360
Grants a 100% chance of activating Decoy I when stunned.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	2
Lionbone Bort	1

STUN: DECOY X	
Type	Rare
Sell Price	560
Grants a 100% chance of activating Decoy II when stunned.	
Required Miranium	100
REQUIRED MATERIALS	
Black Fog Deposits	3
Enduron Lead	1

STUN: DECOY XV	
Type	Unique
Sell Price	760
Grants a 100% chance of activating Decoy III when stunned.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Fog Deposits	4
Boiled-Egg Ore	1

STUN: DECOY XX	
Type	Intergalactic
Sell Price	1000
Grants a 100% chance of activating Decoy IV when stunned.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Fog Deposits	5
Marine Rutile	1

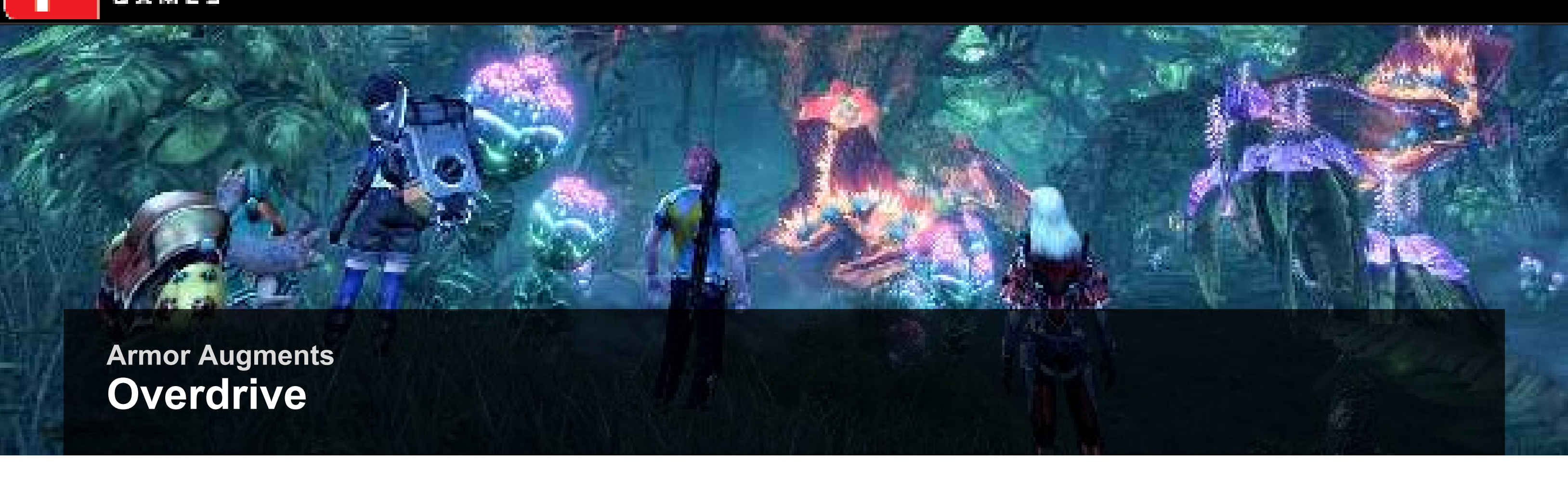
REFLECT DAMAGE UP I	
Type	Common
Sell Price	500
Boosts reflect damage by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Green Crystal	1
Diamond Seed	1
Cimmerian Pom Pom	1
White Cometite	1

REFLECT DAMAGE UP V	
Type	Common
Sell Price	900
Boosts reflect damage by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Odorous Tentacle	2
Iron Lum	2
Pristine Dorsal Fin	2
Dawnstone	1

REFLECT DAMAGE UP X	
Type	Rare
Sell Price	1400
Boosts reflect damage by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Yggralith Horn	1
Cloudy Gerrid Soup	3
Sabula Backbone	3
Everfreeze Ore	1

REFLECT DAMAGE UP XV	
Type	Unique
Sell Price	1900
Boosts reflect damage by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Yggralith Horn	1
Cloudy Gerrid Soup	4
Sabula Backbone	4
Foucaultium	1

REFLECT DAMAGE UP XX	
Type	Intergalactic
Sell Price	2500
Boosts reflect damage by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Yggralith Horn	1
Cloudy Gerrid Soup	5
Sabula Backbone	5
Bonjelium	1



Armor Augments

Overdrive

OVERDRIVE: RECOVER HP I	
Type	Common
Sell Price	500
Recovers 10% HP when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Black Turba Nectar	1
Shimmering Silk	1
Scirpo Silk	1
White Cometite	1

OVERDRIVE: RECOVER HP V	
Type	Common
Sell Price	900
Recovers 14% HP when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Black Turba Nectar	2
Shimmering Silk	2
Scirpo Silk	2
Dawnstone	1

OVERDRIVE: RECOVER HP X	
Type	Rare
Sell Price	1400
Recovers 50% HP when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Black Turba Nectar	3
Tasty Fish Belly	3
Black Sylooth Brace	3
Everfreeze Ore	2

OVERDRIVE: RECOVER HP XV	
Type	Unique
Sell Price	1900
Recovers 24% HP when activating Overdrive.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Turba Nectar	5
Tasty Fish Belly	5
Black Sylooth Brace	5
Foucaultium	4

OVERDRIVE: RECOVER HP XX	
Type	Intergalactic
Sell Price	2500
Recovers 30% HP when activating Overdrive.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Turba Nectar	8
Tasty Fish Belly	8
Black Sylooth Brace	8
Bonjelium	8

OVERDRIVE: GAIN TP I	
Type	Common
Sell Price	500
Boosts TP by 25 when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Flowering Germivore Scales	1
Red Mortifole Feather	1
Sharp Ear	1
White Cometite	1

OVERDRIVE: GAIN TP V	
Type	Common
Sell Price	900
Boosts TP by 125 when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Flowering Germivore Scales	2
Red Mortifole Feather	2
Sharp Ear	2
Dawnstone	1

OVERDRIVE: GAIN TP X	
Type	Rare
Sell Price	1400
Boosts TP by 250 when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Flowering Germivore Scales	4
Tersqual Eel Kebab	4
Alluring Lophid Extract	4
Everfreeze Ore	2

OVERDRIVE: GAIN TP XV	
Type	Unique
Sell Price	1900
Boosts TP by 375 when activating Overdrive.	
Required Miranium	1500
REQUIRED MATERIALS	
Flowering Germivore Scales	6
Tersqual Eel Kebab	6
Alluring Lophid Extract	6
Foucaultium	4

OVERDRIVE: GAIN TP XX	
Type	Intergalactic
Sell Price	2500
Boosts TP by 500 when activating Overdrive.	
Required Miranium	2000
REQUIRED MATERIALS	
Flowering Germivore Scales	12
Tersqual Eel Kebab	12
Alluring Lophid Extract	12
Bonjelium	8

EXTEND OVERDRIVE I	
Type	Common
Sell Price	500
Extend Overdrive duration by 3 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Unfertilized Auravis Egg	1
Silver Progen Wing	1
Terebra Paw Stamp	1
White Cometite	1

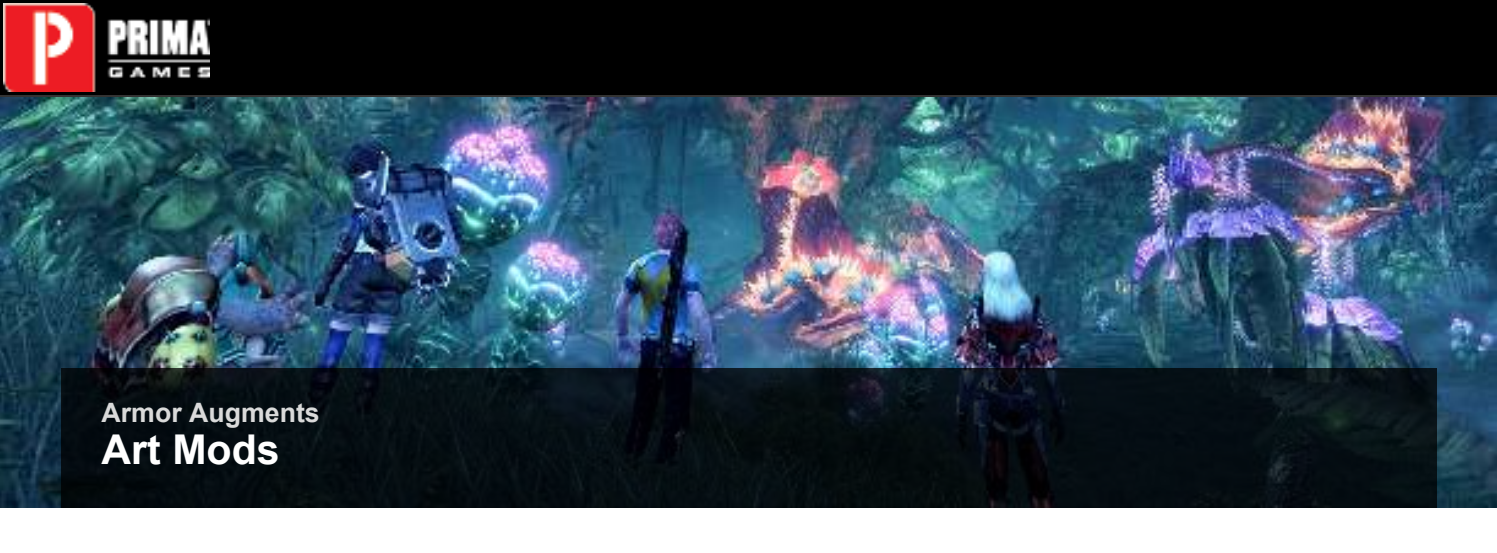
EXTEND OVERDRIVE V	
Type	Common
Sell Price	900
Extend Overdrive duration by 7 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Unfertilized Auravis Egg	2
Silver Progen Wing	2
Terebra Paw Stamp	2
Dawnstone	1

EXTEND OVERDRIVE X	
Type	Rare
Sell Price	1400
Extend Overdrive duration by 12 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Unfertilized Auravis Egg	4
Red Brandy	4
Fine Red Belt	4
Everfreeze Ore	4

EXTEND OVERDRIVE XV	
Type	Unique
Sell Price	1900
Extend Overdrive duration by 17 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Unfertilized Auravis Egg	6
Red Brandy	6
Fine Red Belt	6
Foucaultium	6

EXTEND OVERDRIVE XX	
Type	Intergalactic
Sell Price	2500
Extend Overdrive duration by 25 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Unfertilized Auravis Egg	12
Red Brandy	12
Fine Red Belt	12
Bonjelium	12

PRIMA GAMES



Armor Augments
Art Mods

EXTEND AURA I	
Type	Common
Sell Price	500
Extends aura effects by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Nectar	1
Meaty Evello Egg	1
Aurorite	1

EXTEND AURA V	
Type	Common
Sell Price	900
Extends aura effects by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Nectar	4
Meaty Evello Egg	4
Infernium	2

EXTEND AURA X	
Type	Rare
Sell Price	1400
Extends aura effects by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Nectar	12
Vigent Blood	12
Cimmerian Cinnabar	4

EXTEND AURA XV	
Type	Unique
Sell Price	1900
Extends aura effects by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Turba Nectar	24
Vigent Blood	24
Ouroboros Crystal	8

EXTEND AURA XX	
Type	Intergalactic
Sell Price	2500
Extends aura effects by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Turba Nectar	48
Vigent Blood	48
Parhelion Platinum	16

AURA RAPID COOLDOWN I	
Type	Common
Sell Price	500
Reduces an Art's cooldown by 1% when you have an aura active	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Jet	1
Terebra Oil Grease	1
Cloudy Gerrid Soup	1
White Cometite	1

AURA RAPID COOLDOWN V	
Type	Common
Sell Price	900
Reduces an Art's cooldown by 5% when you have an aura active	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Jet	2
Terebra Oil Grease	2
Cloudy Gerrid Soup	2
Dawnstone	1

AURA RAPID COOLDOWN X	
Type	Rare
Sell Price	1400
Reduces an Art's cooldown by 10% when you have an aura active	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Jet	8
Quality Vigent Claw	8
Millesaur Larynx	8
Everfreeze Ore	2

AURA RAPID COOLDOWN XV	
Type	Unique
Sell Price	1900
Reduces an Art's cooldown by 15% when you have an aura active	
Required Miranium	1500
REQUIRED MATERIALS	
Reinforced Jet	16
Quality Vigent Claw	16
Millesaur Larynx	16
Foucaultium	4

AURA RAPID COOLDOWN XX	
Type	Intergalactic
Sell Price	2500
Reduces an Art's cooldown by 20% when you have an aura active	
Required Miranium	2000
REQUIRED MATERIALS	
Reinforced Jet	32
Quality Vigent Claw	32
Millesaur Larynx	32
Bonjelium	12

AURA: REFUEL I	
Type	Common
Sell Price	500
Recovers 10 fuel when using an aura.	
Required Miranium	100
REQUIRED MATERIALS	
Energy Tube	1
Arc Sand Ore	1

AURA: REFUEL V	
Type	Common
Sell Price	900
Recovers 18 fuel when using an aura.	
Required Miranium	100
REQUIRED MATERIALS	
Energy Tube	2
Lionbone Bort	1

AURA: REFUEL X	
Type	Rare
Sell Price	1400
Recovers 28 fuel when using an aura.	
Required Miranium	100
REQUIRED MATERIALS	
Energy Tube	3
Enduron Lead	1

AURA: REFUEL XV	
Type	Unique
Sell Price	1900
Recovers 38 fuel when using an aura.	
Required Miranium	1500
REQUIRED MATERIALS	
Energy Tube	4
Boiled-Egg Ore	1

AURA: REFUEL XX	
Type	Intergalactic
Sell Price	2500
Recovers 50 fuel when using an aura.	
Required Miranium	2000
REQUIRED MATERIALS	
Energy Tube	5
Marine Rutile	1

EXTEND TAUNT I	
Type	Common
Sell Price	200
Extends Taunt effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	1
Arc Sand Ore	1

EXTEND TAUNT V	
Type	Common
Sell Price	360
Extends Taunt effects inflicted by your Arts by 9 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	2
Lionbone Bort	1

EXTEND TAUNT X	
Type	Rare
Sell Price	560
Extends Taunt effects inflicted by your Arts by 14 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	3
Enduron Lead	1

EXTEND TAUNT XV	
Type	Unique
Sell Price	760
Extends Taunt effects inflicted by your Arts by 19 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Insect Leg	4
Boiled-Egg Ore	1

EXTEND TAUNT XX	
Type	Intergalactic
Sell Price	1000
Extends Taunt effects inflicted by your Arts by 25 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Insect Leg	5
Marine Rutile	1

EXTEND CONTROL I	
Type	Common
Sell Price	200
Extends Control effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	1
Arc Sand Ore	1

EXTEND CONTROL V	
Type	Common
Sell Price	360
Extends Control effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	2
Lionbone Bort	1

EXTEND CONTROL X	
Type	Rare
Sell Price	560
Extends Control effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Taut Leather	3
Enduron Lead	1

EXTEND CONTROL XV	
Type	Unique
Sell Price	760
Extends Control effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Taut Leather	4
Boiled-Egg Ore	1

EXTEND CONTROL XX	
Type	Intergalactic
Sell Price	1000
Extends Control effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Taut Leather	5
Marine Rutile	1

EXTEND VIRUS I	
Type	Common
Sell Price	200
Extends Virus effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	1
Arc Sand Ore	1

EXTEND VIRUS V	
Type	Common
Sell Price	360
Extends Virus effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	2
Lionbone Bort	1

EXTEND VIRUS X	
Type	Rare
Sell Price	560
Extends Virus effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	3
Enduron Lead	1

EXTEND VIRUS XV	
Type	Unique
Sell Price	760
Extends Virus effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Insect Leg	4
Boiled-Egg Ore	1

EXTEND VIRUS XX	
Type	Intergalactic
Sell Price	1000
Extends Virus effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Insect Leg	5
Marine Rutile	1

EXTEND BLACKOUT I	
Type	Common
Sell Price	200
Extends Blackout effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	1
Arc Sand Ore	1

EXTEND BLACKOUT V	
Type	Common
Sell Price	360
Extends Blackout effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	2
Lionbone Bort	1

EXTEND BLACKOUT X	
Type	Rare
Sell Price	560
Extends Blackout effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	3
Enduron Lead	1

EXTEND BLACKOUT XV	
Type	Unique
Sell Price	760
Extends Blackout effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Ovis Polishing Stone	4
Boiled-Egg Ore	1

EXTEND BLACKOUT XX	
Type	Intergalactic
Sell Price	1000
Extends Blackout effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Ovis Polishing Stone	5
Marine Rutile	1

EXTEND FATIGUE I	
Type	Common
Sell Price	200
Extends Fatigue effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	1
Arc Sand Ore	1

EXTEND FATIGUE V	
Type	Common
Sell Price	360
Extends Fatigue effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	2
Lionbone Bort	1

EXTEND FATIGUE X	
Type	Rare
Sell Price	560
Extends Fatigue effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	3
Enduron Lead	1

EXTEND FATIGUE XV	
Type	Unique
Sell Price	760
Extends Fatigue effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Pincer	4
Boiled-Egg Ore	1

EXTEND FATIGUE XX	
Type	Intergalactic
Sell Price	1000
Extends Fatigue effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Pincer	5
Marine Rutile	1

EXTEND SLOW ARTS I	
Type	Common
Sell Price	200
Extends Slow Arts effects inflicted by your Arts by 1 second.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	1
Arc Sand Ore	1

EXTEND SLOW ARTS V	
Type	Common
Sell Price	360
Extends Slow Arts effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	2
Lionbone Bort	1

EXTEND SLOW ARTS X	
Type	Rare
Sell Price	560
Extends Slow Arts effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	3
Enduron Lead	1

EXTEND SLOW ARTS XV	
Type	Unique
Sell Price	760
Extends Slow Arts effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Supple Leather	4
Boiled-Egg Ore	1

EXTEND SLOW ARTS XX	
Type	Intergalactic
Sell Price	1000
Extends Slow Arts effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Supple Leather	5
Marine Rutile	1

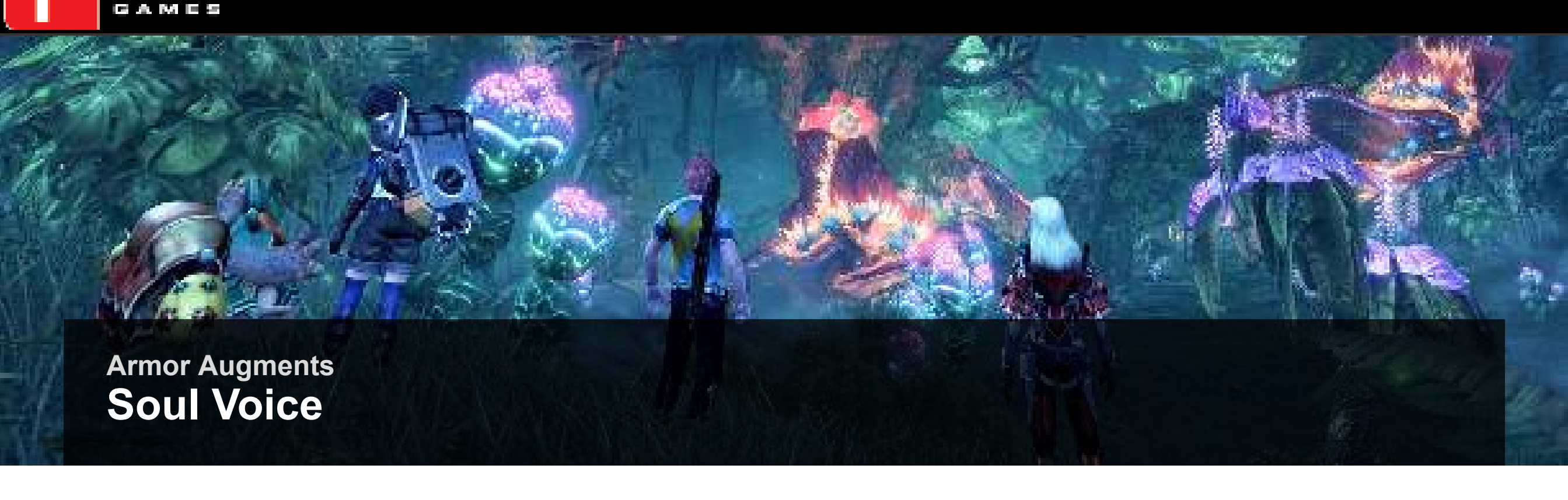
EXTEND DEBUFF RES DOWN I	
Type	Common
Sell Price	200
Extends Debuff Res Down effects inflicted by your Arts by 1 second.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	1
Arc Sand Ore	1

EXTEND DEBUFF RES DOWN V	
Type	Common
Sell Price	360
Extends Debuff Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	2
Lionbone Bort	1

EXTEND DEBUFF RES DOWN X	
Type	Rare
Sell Price	560
Extends Debuff Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	3
Enduron Lead	1

EXTEND DEBUFF RES DOWN XV	
Type	Unique
Sell Price	760
Extends Debuff Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Lovely Pom Pom	4
Boiled-Egg Ore	1

EXTEND DEBUFF RES DOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Debuff Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Lovely Pom Pom	5
Marine Rutile	1



Armor Augments

Soul Voice

DANGER SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “HP Risk” Soul Voice by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Membrane	1
Filthy Wing	1
Aurorite	1

DANGER SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “HP Risk” Soul Voice by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Membrane	2
Filthy Wing	2
Infernium	1

DANGER SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “HP Risk” Soul Voice by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Opaque Membrane	3
Ceto Roe	3
Cimmerian Cinnabar	1

DANGER SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “HP Risk” Soul Voice by 19%.	
Required Miranium	1500
REQUIRED MATERIALS	
Opaque Membrane	4
Ceto Roe	4
Ouroboros Crystal	1

DANGER SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “HP Risk” Soul Voice by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Opaque Membrane	5
Ceto Roe	5
Parhelion Platinum	1

HIGH DANGER SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “HP Peril” Soul Voice by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Saltat Horn	1
Mephite Stinkbag	1
Aurorite	1

HIGH DANGER SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “HP Peril” Soul Voice by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Saltat Horn	2
Mephite Stinkbag	2
Infernium	1

HIGH DANGER SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “HP Peril” Soul Voice by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Saltat Horn	3
Sparkling Purple Gem	3
Cimmerian Cinnabar	1

HIGH DANGER SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “HP Peril” Soul Voice by 19%.	
Required Miranium	1500
REQUIRED MATERIALS	
Saltat Horn	4
Sparkling Purple Gem	4
Ouroboros Crystal	1

HIGH DANGER SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “HP Peril” Soul Voice by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Saltat Horn	5
Sparkling Purple Gem	5
Parhelion Platinum	1

INCAPACITATION SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Last Words” Soul Voice by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Steel Unafulge Cell	1
Aprica Back Moss	1
Aurorite	1

INCAPACITATION SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Last Words” Soul Voice by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Steel Unafulge Cell	2
Aprica Back Moss	2
Infernium	1

INCAPACITATION SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Last Words” Soul Voice by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Steel Unafulge Cell	3
Sparkling Red Gem	3
Cimmerian Cinnabar	1

INCAPACITATION SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Last Words” Soul Voice by 19%.	
Required Miranium	1500
REQUIRED MATERIALS	
Steel Unafulge Cell	4
Sparkling Red Gem	4
Ouroboros Crystal	1

INCAPACITATION SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Last Words” Soul Voice by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Steel Unafulge Cell	5
Sparkling Red Gem	5
Parhelion Platinum	1

AURA SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Aura Ready” Soul Voice by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Mortifole Pollen	1
Simius Snack Stash	1
Aurorite	1

AURA SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Aura Ready” Soul Voice by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Mortifole Pollen	2
Simius Snack Stash	2
Infernium	1

AURA SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Aura Ready” Soul Voice by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Mortifole Pollen	3
Simius Snack Stash	3
Cimmerian Cinnabar	1

AURA SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Aura Ready” Soul Voice by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Mortifole Pollen	5
Amethyst Metal	1
Ouroboros Crystal	1

AURA SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Aura Ready” Soul Voice by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Mortifole Pollen	8
Amethyst Metal	2
Parhelion Platinum	1

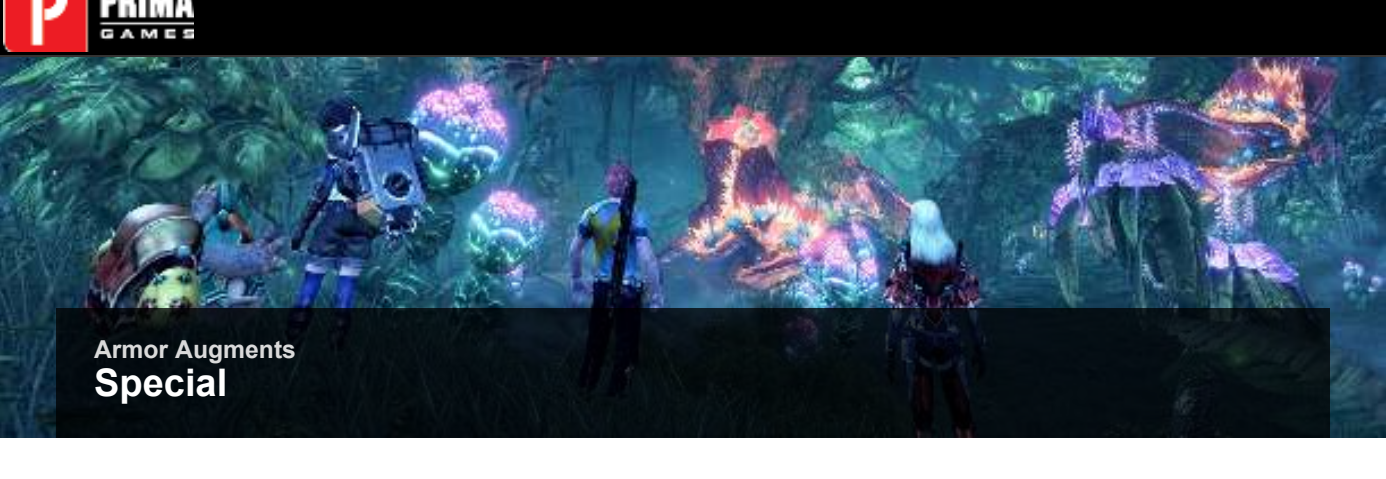
OVERDRIVE SURGE I	
Type	Common
Sell Price	300
Boosts chances of triggering the “Activate Overdrive” Soul Voice by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Luminescent Antenna	1
Fine Aprica Wood	1
Aurorite	1

OVERDRIVE SURGE V	
Type	Common
Sell Price	540
Boosts chances of triggering the “Activate Overdrive” Soul Voice by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Luminescent Antenna	2
Fine Aprica Wood	2
Infernium	1

OVERDRIVE SURGE X	
Type	Rare
Sell Price	840
Boosts chances of triggering the “Activate Overdrive” Soul Voice by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Luminescent Antenna	3
Fine Aprica Wood	3
Cimmerian Cinnabar	1

OVERDRIVE SURGE XV	
Type	Unique
Sell Price	1140
Boosts chances of triggering the “Activate Overdrive” Soul Voice by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Luminescent Antenna	5
Orichalcum Metal	1
Ouroboros Crystal	1

OVERDRIVE SURGE XX	
Type	Intergalactic
Sell Price	1500
Boosts chances of triggering the “Activate Overdrive” Soul Voice by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Luminescent Antenna	8
Orichalcum Metal	2
Parhelion Platinum	1



Armor Augments

Special

REINVIGORATE I	
Type	Common
Sell Price	300
Boosts HP recovery by 10% when revived.	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Thruster	1
Arc Sand Ore	1

REINVIGORATE V	
Type	Common
Sell Price	540
Boosts HP recovery by 18% when revived.	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Thruster	2
Lionbone Bort	1

REINVIGORATE X	
Type	Rare
Sell Price	840
Boosts HP recovery by 28% when revived.	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Thruster	3
Enduron Lead	1

REINVIGORATE XV	
Type	Unique
Sell Price	1140
Boosts HP recovery by 40% when revived.	
Required Miranium	1500
REQUIRED MATERIALS	
Reinforced Thruster	4
Boiled-Egg Ore	1

REINVIGORATE XX	
Type	Intergalactic
Sell Price	1500
Boosts HP recovery by 50% when revived.	
Required Miranium	2000
REQUIRED MATERIALS	
Reinforced Thruster	5
Marine Rutile	1

EXP BOOST I	
Type	Common
Sell Price	500
Boosts experience received by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Jewel	1
Shiny Mortifole Seed	1
Aurorite	1

EXP BOOST V	
Type	Common
Sell Price	900
Boosts experience received by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Jewel	2
Shiny Mortifole Seed	2
Infernium	1

EXP BOOST X	
Type	Rare
Sell Price	1400
Boosts experience received by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Jewel	3
Giant Jade Pearl	3
Cimmerian Cinnabar	1

EXP BOOST XV	
Type	Unique
Sell Price	1900
Boosts experience received by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Golden Jewel	4
Giant Jade Pearl	4
Ouroboros Crystal	1

EXP BOOST XX	
Type	Intergalactic
Sell Price	2500
Boosts experience received by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Golden Jewel	5
Giant Jade Pearl	5
Parhelion Platinum	1

VISUAL CLOAKING I	
Type	Common
Sell Price	300
Reduces detection by shrinking enemy field of view by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
White Mirrorglass	1
Glossy Saltat Fan	1
Aurorite	1

VISUAL CLOAKING V	
Type	Common
Sell Price	540
Reduces detection by shrinking enemy field of view by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
White Mirrorglass	2
Glossy Saltat Fan	2
Infernium	1

VISUAL CLOAKING X	
Type	Rare
Sell Price	840
Reduces detection by shrinking enemy field of view by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
White Mirrorglass	3
Luminescent Tail	3
Cimmerian Cinnabar	1

VISUAL CLOAKING XV	
Type	Unique
Sell Price	1140
Reduces detection by shrinking enemy field of view by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
White Mirrorglass	4
Luminescent Tail	4
Ouroboros Crystal	1

VISUAL CLOAKING XX	
Type	Intergalactic
Sell Price	1500
Reduces detection by shrinking enemy field of view by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
White Mirrorglass	5
Luminescent Tail	5
Parhelion Platinum	1

AURAL CLOAKING I	
Type	Common
Sell Price	300
Reduces detection by shrinking enemy auditory range by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Lightweight Pelt	1
Evolved Insidia Claw	1
Aurorite	1

AURAL CLOAKING V	
Type	Common
Sell Price	540
Reduces detection by shrinking enemy auditory range by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Lightweight Pelt	2
Evolved Insidia Claw	2
Infernium	1

AURAL CLOAKING X	
Type	Rare
Sell Price	840
Reduces detection by shrinking enemy auditory range by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Lightweight Pelt	3
Gray Shell	3
Cimmerian Cinnabar	1

AURAL CLOAKING XV	
Type	Unique
Sell Price	1140
Reduces detection by shrinking enemy auditory range by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Lightweight Pelt	4
Gray Shell	4
Ouroboros Crystal	1

AURAL CLOAKING XX	
Type	Intergalactic
Sell Price	1500
Reduces detection by shrinking enemy auditory range by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Lightweight Pelt	5
Gray Shell	5
Parhelion Platinum	1

TERRAIN DAMAGE REDUCER I	
Type	Common
Sell Price	300
Reduces terrain damage by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Fluffy Tuft	1
Arc Sand Ore	1

TERRAIN DAMAGE REDUCER V	
Type	Common
Sell Price	540
Reduces terrain damage by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Fluffy Tuft	2
Lionbone Bort	1

TERRAIN DAMAGE REDUCER X	
Type	Rare
Sell Price	840
Reduces terrain damage by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Fluffy Tuft	3
Enduron Lead	1

TERRAIN DAMAGE REDUCER XV	
Type	Unique
Sell Price	1140
Reduces terrain damage by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Fluffy Tuft	4
Boiled-Egg Ore	1

TERRAIN DAMAGE REDUCER XX	
Type	Intergalactic
Sell Price	1500
Reduces terrain damage by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Fluffy Tuft	5
Marine Rutile	1

ANTISPIKE I	
Type	Common
Sell Price	300
Grants a 10% chance of evading spike damage.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Oil Drop	1
Ebony Evello Egg	1
Vesper Hair Clip	1
White Cometite	1

ANTISPIKE V	
Type	Common
Sell Price	540
Grants a 10% chance of evading spike damage.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Oil Drop	2
Ebony Evello Egg	2
Vesper Hair Clip	2
Dawnstone	1

ANTISPIKE X	
Type	Rare
Sell Price	840
Grants a 28% chance of evading spike damage.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Oil Drop	3
Lava Crystal	3
Gularthian Flint	3
Everfreeze Ore	1

ANTISPIKE XV	
Type	Unique
Sell Price	1140
Grants a 38% chance of evading spike damage.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Oil Drop	4
Lava Crystal	4
Gularthian Flint	4
Foucaultium	1

ANTISPIKE XX	
Type	Intergalactic
Sell Price	1500
Grants a 50% chance of evading spike damage.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Oil Drop	5
Lava Crystal	5
Gularthian Flint	5
Bonjelium	1

RESISTANCE REDUCER I	
Type	Common
Sell Price	300
Reduces enemy debuff resistance by 10% when landing an attack.	
Required Miranium	100
REQUIRED MATERIALS	
Grex Wisdom Tooth	1
Green Puff	1
Aurorite	1

RESISTANCE REDUCER V	
Type	Common
Sell Price	540
Reduces enemy debuff resistance by 18% when landing an attack.	
Required Miranium	100
REQUIRED MATERIALS	
Grex Wisdom Tooth	2
Green Puff	2
Infernium	1

RESISTANCE REDUCER X	
Type	Rare
Sell Price	840
Reduces enemy debuff resistance by 28% when landing an attack.	
Required Miranium	100
REQUIRED MATERIALS	
Grex Wisdom Tooth	8
Thick Millesaur Hide	8
Cimmerian Cinnabar	2

RESISTANCE REDUCER XV	
Type	Unique
Sell Price	1140
Reduces enemy debuff resistance by 40% when landing an attack.	
Required Miranium	1500
REQUIRED MATERIALS	
Grex Wisdom Tooth	16
Thick Millesaur Hide	16
Ouroboros Crystal	4

RESISTANCE REDUCER XX	
Type	Intergalactic
Sell Price	1500
Reduces enemy debuff resistance by 50% when landing an attack.	
Required Miranium	2000
REQUIRED MATERIALS	
Grex Wisdom Tooth	32
Thick Millesaur Hide	32
Parhelion Platinum	8

TREASURE SENSOR I	
Type	Common
Sell Price	300
Boosts item drop rate by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Demonic Jewel	1
Sky Jewel	1
Dull Stone	1
White Cometite	1

TREASURE SENSOR V	
Type	Common
Sell Price	540
Boosts item drop rate by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Demonic Jewel	2
Sky Jewel	2
Dull Stone	2
Dawnstone	1

TREASURE SENSOR X	
Type	Rare
Sell Price	840
Boosts item drop rate by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Demonic Jewel	8
Shrad Eye	8
Decrepit Wing	8
Everfreeze Ore	2

TREASURE SENSOR XV	
Type	Unique
Sell Price	1140
Boosts item drop rate by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Demonic Jewel	16
Shrad Eye	16
Decrepit Wing	16
Foucaultium	4

TREASURE SENSOR XX	
Type	Intergalactic
Sell Price	1500
Boosts item drop rate by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Demonic Jewel	32
Shrad Eye	32
Decrepit Wing	32
Bonjelium	8

UNTOUCHABLE DASH I	
Type	Common
Sell Price	300
Boosts evasion by 5% when sprinting.	
Required Miranium	100
REQUIRED MATERIALS	
Terebra Water Grease	1
Arc Sand Ore	1

UNTOUCHABLE DASH V	
Type	Common
Sell Price	540
Boosts evasion by 9% when sprinting.	
Required Miranium	100
REQUIRED MATERIALS	
Terebra Water Grease	2
Lionbone Bort	1

UNTOUCHABLE DASH X	
Type	Rare
Sell Price	840
Boosts evasion by 14% when sprinting.	
Required Miranium	100
REQUIRED MATERIALS	
Terebra Water Grease	3
Enduron Lead	1

UNTOUCHABLE DASH XV	
Type	Unique
Sell Price	1140
Boosts evasion by 20% when sprinting.	
Required Miranium	1500
REQUIRED MATERIALS	
Terebra Water Grease	4
Boiled-Egg Ore	1

UNTOUCHABLE DASH XX	
Type	Intergalactic
Sell Price	1500
Boosts evasion by 25% when sprinting.	
Required Miranium	2000
REQUIRED MATERIALS	
Terebra Water Grease	5
Marine Rutile	1

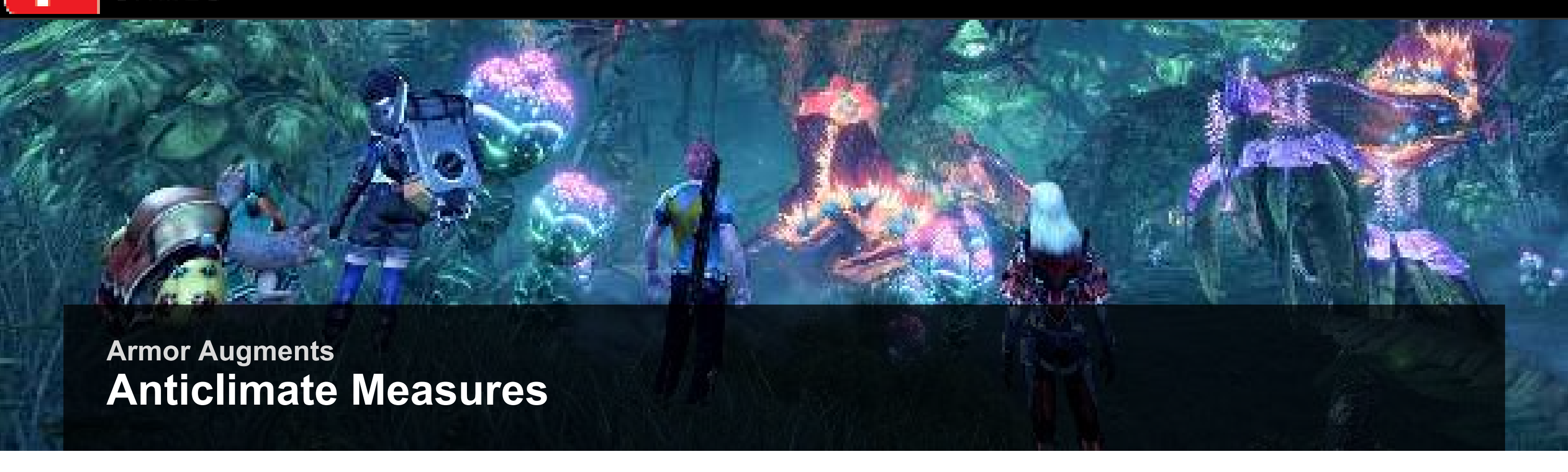
FOCUSED EVASION I	
Type	Common
Sell Price	300
Boosts evasion by 5% when within enemy melee range.	
Required Miranium	100
REQUIRED MATERIALS	
Green Mortifole Feather	1
Oc-serv Northern Crest	1
Pristine Insect Leg	1
White Cometite	1

FOCUSED EVASION V	
Type	Common
Sell Price	540
Boosts evasion by 9% when within enemy melee range.	
Required Miranium	100
REQUIRED MATERIALS	
Green Mortifole Feather	2
Oc-serv Northern Crest	2
Pristine Insect Leg	2
Dawnstone	1

FOCUSED EVASION X	
Type	Rare
Sell Price	840
Boosts evasion by 14% when within enemy melee range.	
Required Miranium	100
REQUIRED MATERIALS	
Green Mortifole Feather	4
Dirty Cloth	4
Giant Cavity	4
Everfreeze Ore	2

FOCUSED EVASION XV	
Type	Unique
Sell Price	1140
Boosts evasion by 19% when within enemy melee range.	
Required Miranium	1500
REQUIRED MATERIALS	
Green Mortifole Feather	18
Dirty Cloth	18
Giant Cavity	18
Foucaultium	6

FOCUSED EVASION XX	
Type	Intergalactic
Sell Price	1500
Boosts evasion by 25% when within enemy melee range.	
Required Miranium	2000
REQUIRED MATERIALS	
Green Mortifole Feather	36
Dirty Cloth	36
Giant Cavity	36
Bonjelium	12



Armor Augments

Anticlimate Measures

FOG SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of fog.	
Required Miranium	100
REQUIRED MATERIALS	
Vibrant Plume	1
Arc Sand Ore	1

RAIN SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of rain.	
Required Miranium	100
REQUIRED MATERIALS	
Fine Duoguill Fishmeal	1
Arc Sand Ore	1

HEAVY RAIN SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of heavy rain.	
Required Miranium	100
REQUIRED MATERIALS	
Medicinal Blatta Oil	1
Arc Sand Ore	1

HEAT WAVE SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of heat waves.	
Required Miranium	100
REQUIRED MATERIALS	
Worn Muscle Fiber	1
Arc Sand Ore	1

SANDSTORM SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of sandstorm.	
Required Miranium	100
REQUIRED MATERIALS	
Alluring Papil Scales	1
Arc Sand Ore	1

THUNDERSTORM SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of thunderstorms.	
Required Miranium	100
REQUIRED MATERIALS	
Transparent Membrane	1
Arc Sand Ore	1

EM STORM SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of electromagnetic storms.	
Required Miranium	100
REQUIRED MATERIALS	
Slender Horn	1
Arc Sand Ore	1

ENERGY MIST SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of energy mist.	
Required Miranium	100
REQUIRED MATERIALS	
Dried Seaweed Lichen	1
Arc Sand Ore	1

RISING ENERGY MIST SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of rising energy mist.	
Required Miranium	100
REQUIRED MATERIALS	
Rough Skin	1
Arc Sand Ore	1

BRIMSTONE RAIN SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of brimstone rain.	
Required Miranium	100
REQUIRED MATERIALS	
Hard Backbone	1
Arc Sand Ore	1

SPORE SCREEN	
Type	Unique
Sell Price	1000
Grants immunity to the effects of spore clouds.	
Required Miranium	100
REQUIRED MATERIALS	
Viscous Humour	1
Arc Sand Ore	1

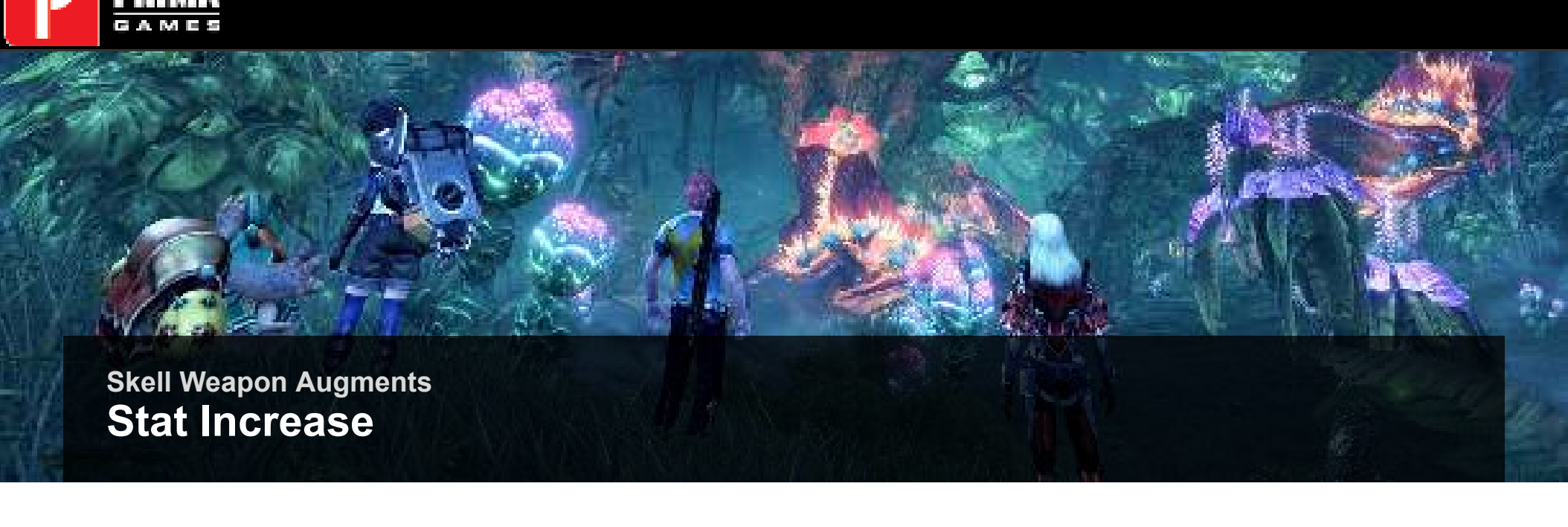
WEATHER MASTER I	
Type	Common
Sell Price	300
Reduces weather damage by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Forfex Shell	1
Auravis Courtship Feather	1
Aurorite	1

WEATHER MASTER V	
Type	Common
Sell Price	540
Reduces weather damage by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Forfex Shell	2
Auravis Courtship Feather	2
Infernium	1

WEATHER MASTER X	
Type	Rare
Sell Price	840
Reduces weather damage by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Forfex Shell	3
Blue Vigent Rock Scalp	3
Cimmerian Cinnabar	1

WEATHER MASTER XV	
Type	Unique
Sell Price	1140
Reduces weather damage by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Blue Forfex Shell	4
Blue Vigent Rock Scalp	4
Ouroboros Crystal	1

WEATHER MASTER XX	
Type	Intergalactic
Sell Price	1500
Reduces weather damage by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Blue Forfex Shell	5
Blue Vigent Rock Scalp	5
Parhelion Platinum	1



Skell Weapon Augments

Stat Increase

SPECUP.M-ACC I	
Type	Common
Sell Price	50
Boosts Skell melee accuracy by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Arc Sand Ore	1

SPECUP.M-ACC V	
Type	Common
Sell Price	90
Boosts Skell melee accuracy by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Lionbone Bort	1

SPECUP.M-ACC X	
Type	Rare
Sell Price	140
Boosts Skell melee accuracy by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	3
Enduron Lead	1

SPECUP.M-ACC XV	
Type	Unique
Sell Price	190
Boosts Skell melee accuracy by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Muscled Suid Bulge	4
Boiled-Egg Ore	1

SPECUP.M-ACC XX	
Type	Intergalactic
Sell Price	250
Boosts Skell melee accuracy by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Muscled Suid Bulge	5
Marine Rutile	1

SPECUP.R-ACC I	
Type	Common
Sell Price	50
Boosts Skell ranged accuracy by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	1
Arc Sand Ore	1

SPECUP.R-ACC V	
Type	Common
Sell Price	90
Boosts Skell ranged accuracy by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	2
Lionbone Bort	1

SPECUP.R-ACC X	
Type	Rare
Sell Price	140
Boosts Skell ranged accuracy by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	3
Enduron Lead	1

SPECUP.R-ACC XV	
Type	Unique
Sell Price	190
Boosts Skell ranged accuracy by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Appetizing Suid Tail	4
Boiled-Egg Ore	1

SPECUP.R-ACC XX	
Type	Intergalactic
Sell Price	250
Boosts Skell ranged accuracy by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Appetizing Suid Tail	5
Marine Rutile	1

SPECUP.M-ATTACK I	
Type	Common
Sell Price	50
Boosts Skell melee attack by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Arc Sand Ore	1

SPECUP.M-ATTACK V	
Type	Common
Sell Price	90
Boosts Skell melee attack by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Lionbone Bort	1

SPECUP.M-ATTACK X	
Type	Rare
Sell Price	140
Boosts Skell melee attack by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Blue Sylooth Brace	8
White Sylooth Brace	8
Muscled Cantor Bulge	8
Everfreeze Ore	2

SPECUP.M-ATTACK XV	
Type	Unique
Sell Price	190
Boosts Skell melee attack by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Blue Sylooth Brace	16
White Sylooth Brace	16
Muscled Cantor Bulge	16
Foucaultium	4

SPECUP.M-ATTACK XX	
Type	Intergalactic
Sell Price	250
Boosts Skell melee attack by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Blue Sylooth Brace	32
White Sylooth Brace	32
Muscled Cantor Bulge	32
Bonjelium	8

SPECUP.R-ATTACK I	
Type	Common
Sell Price	50
Boosts Skell ranged attack by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	1
Arc Sand Ore	1

SPECUP.R-ATTACK V	
Type	Common
Sell Price	90
Boosts Skell ranged attack by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	2
Lionbone Bort	1

SPECUP.R-ATTACK X	
Type	Rare
Sell Price	140
Boosts Skell ranged attack by 50.	
Required Miranium	100
REQUIRED MATERIALS	
O.X. Unit	8
Eternal Arenatect Moss	8
Green Jacul Wing	8
Everfreeze Ore	2

SPECUP.R-ATTACK XV	
Type	Unique
Sell Price	190
Boosts Skell ranged attack by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
O.X. Unit	16
Eternal Arenatect Moss	16
Green Jacul Wing	16
Foucaultium	4

SPECUP.R-ATTACK XX	
Type	Intergalactic
Sell Price	250
Boosts Skell ranged attack by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
O.X. Unit	32
Eternal Arenatect Moss	32
Green Jacul Wing	32
Bonjelium	8

SPECUP.POTENT I	
Type	Common
Sell Price	50
Boosts Skell potential by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

SPECUP.POTENT V	
Type	Common
Sell Price	90
Boosts Skell potential by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

SPECUP.POTENT X	
Type	Rare
Sell Price	140
Boosts Skell potential by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Distilled Sap	8
Blazing Gas Sac	8
Lepyx Moonstone	8
Everfreeze Ore	2

SPECUP.POTENT XV	
Type	Unique
Sell Price	190
Boosts Skell potential by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Distilled Sap	16
Blazing Gas Sac	16
Lepyx Moonstone	16
Foucaultium	4

SPECUP.R-ATTACK V	
Type	Common
Sell Price	90
Boosts Skell ranged attack by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Appetizing Suid Tail	2
Lionbone Bort	1

SPECUP.R-ATTACK X	
Type	Rare
Sell Price	140
Boosts Skell ranged attack by 50.	
Required Miranium	100
REQUIRED MATERIALS	
O.X. Unit	8
Eternal Arenatect Moss	8
Green Jacul Wing	8
Everfreeze Ore	2

SPECUP.R-ATTACK XV	
Type	Unique
Sell Price	190
Boosts Skell ranged attack by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
O.X. Unit	16
Eternal Arenatect Moss	16
Green Jacul Wing	16
Foucaultium	4

SPECUP.R-ATTACK XX	
Type	Intergalactic
Sell Price	250
Boosts Skell ranged attack by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
O.X. Unit	32
Eternal Arenatect Moss	32
Green Jacul Wing	32
Bonjelium	8

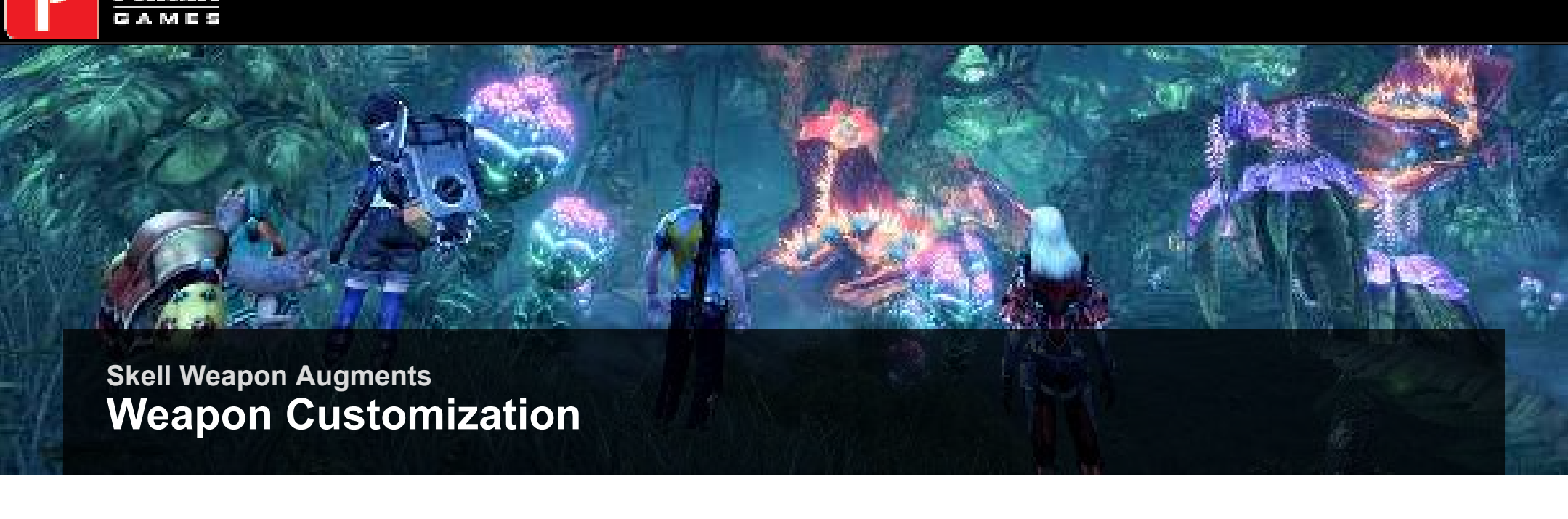
SPECUP.POTENT I	
Type	Common
Sell Price	50
Boosts Skell potential by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

SPECUP.POTENT V	
Type	Common
Sell Price	90
Boosts Skell potential by 25.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

SPECUP.POTENT X	
Type	Rare
Sell Price	140
Boosts Skell potential by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Distilled Sap	8
Blazing Gas Sac	8
Lepyx Moonstone	8
Everfreeze Ore	2

SPECUP.POTENT XV	
Type	Unique
Sell Price	190
Boosts Skell potential by 75.	
Required Miranium	1500
REQUIRED MATERIALS	
Distilled Sap	16
Blazing Gas Sac	16
Lepyx Moonstone	16
Foucaultium	4

SPECUP.POTENT XX	
Type	Intergalactic
Sell Price	250
Boosts Skell potential by 100.	
Required Miranium	2000
REQUIRED MATERIALS	
Distilled Sap	32
Blazing Gas Sac	32
Lepyx Moonstone	32
Bonjelium	8



Skell Weapon Augments

Weapon Customization

CUSTOM.WP-POW I	
Type	Common
Sell Price	500
Boosts Skell weapon attack by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	1
Insect Jaw	1
Strong Purgovent Extract	1
White Cometite	1

CUSTOM.WP-POW V	
Type	Common
Sell Price	900
Boosts Skell weapon attack by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	2
Insect Jaw	2
Strong Purgovent Extract	2
Dawnstone	1

CUSTOM.WP-POW X	
Type	Rare
Sell Price	1400
Boosts Skell weapon attack by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Giant Cells	4
Visigel Poison Orb	4
Silver Cantor Tooth	4
Everfreeze Ore	2

CUSTOM.WP-POW XV	
Type	Unique
Sell Price	1900
Boosts Skell weapon attack by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Quality Giant Cells	8
Visigel Poison Orb	8
Silver Cantor Tooth	8
Foucaultium	4

CUSTOM.WP-POW XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell weapon attack by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Quality Giant Cells	16
Visigel Poison Orb	16
Silver Cantor Tooth	16
Bonjelium	8

CUSTOM.WP-BALANCE I	
Type	Common
Sell Price	500
Boosts Skell weapon stability by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	1
Arc Sand Ore	1

CUSTOM.WP-BALANCE V	
Type	Common
Sell Price	900
Boosts Skell weapon stability by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	2
Lionbone Bort	1

CUSTOM.WP-BALANCE X	
Type	Rare
Sell Price	1400
Boosts Skell weapon stability by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	3
Enduron Lead	1

CUSTOM.WP-BALANCE XV	
Type	Unique
Sell Price	1900
Boosts Skell weapon stability by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Poisonous Needle	4
Boiled-Egg Ore	1

CUSTOM.WP-BALANCE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell weapon stability by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Poisonous Needle	5
Marine Rutile	1

CUSTOM.WP-BREAKER I	
Type	Common
Sell Price	500
Reduces Skell weapon stability by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	1
Arc Sand Ore	1

CUSTOM.WP-BREAKER V	
Type	Common
Sell Price	900
Reduces Skell weapon stability by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	2
Lionbone Bort	1

CUSTOM.WP-BREAKER X	
Type	Rare
Sell Price	1400
Reduces Skell weapon stability by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	3
Enduron Lead	1

CUSTOM.WP-BREAKER XV	
Type	Unique
Sell Price	1900
Reduces Skell weapon stability by 40%.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Pincer	4
Boiled-Egg Ore	1

CUSTOM.WP-BREAKER XX	
Type	Intergalactic
Sell Price	2500
Reduces Skell weapon stability by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Pincer	5
Marine Rutile	1

CUSTOM.WP-M-GP	
Type	Unique
Sell Price	1000
Boosts GP gain for Skell melee weapons by 50.	
Required Miranium	100
REQUIRED MATERIALS	
Upgraded Coil	1
Flaming Rock	1
Crimson Sacrifole Feather	1
White Cometite	1

CUSTOM.WP-R-GP	
Type	Unique
Sell Price	1000
Boosts GP gain for Skell ranged weapons by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Genuine Frame	1
Black Yggralith Nut	1
Virago Alloy Plate	1
White Cometite	1

CUSTOM.WP-SPEED I	
Type	Common
Sell Price	500
Boosts Skell weapon cooldown by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Fuse	1
Golden Simius Mane	1
Upgraded Shaft Part	1
White Cometite	1

CUSTOM.WP-SPEED V	
Type	Common
Sell Price	900
Boosts Skell weapon cooldown by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Fuse	2
Golden Simius Mane	2
Upgraded Shaft Part	2
Dawnstone	1

CUSTOM.WP-SPEED X	
Type	Rare
Sell Price	1400
Boosts Skell weapon cooldown by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Quality Fuse	3
Spathi Glyph	3
White Yggralith Nut	3
Everfreeze Ore	2

CUSTOM.WP-SPEED XV	
Type	Unique
Sell Price	1900
Boosts Skell weapon cooldown by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Quality Fuse	6
Spathi Glyph	6
White Yggralith Nut	6
Foucaultium	4

CUSTOM.WP-SPEED XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell weapon cooldown by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Quality Fuse	12
Spathi Glyph	12
White Yggralith Nut	12
Bonjelium	16

CUSTOM.WP-R-RANGE I	
Type	Common
Sell Price	500
Boosts Skell ranged weapon range by 2m.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Straw	1
Used Cylinder	1
Aurorite	1

CUSTOM.WP-R-RANGE V	
Type	Common
Sell Price	900
Boosts Skell ranged weapon range by 10m.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Straw	2
Used Cylinder	2
Infernium	1

CUSTOM.WP-R-RANGE X	
Type	Rare
Sell Price	1400
Boosts Skell ranged weapon range by 20m.	
Required Miranium	100
REQUIRED MATERIALS	
Turba Straw	3
Coronid Larynx	3
Cimmerian Cinnabar	1

CUSTOM.WP-R-RANGE XV	
Type	Unique
Sell Price	1900
Boosts Skell ranged weapon range by 30m.	
Required Miranium	1500
REQUIRED MATERIALS	
Turba Straw	4
Coronid Larynx	4
Ouroboros Crystal	1

CUSTOM.WP-R-RANGE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell ranged weapon range by 40m.	
Required Miranium	2000
REQUIRED MATERIALS	
Turba Straw	5
Coronid Larynx	5
Parhelion Platinum	1

CUSTOM.WP-FUEL I	
Type	Common
Sell Price	500
Reduces Skell Art fuel consumption by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Hi-Spec Sensor Module	1
Arc Sand Ore	1

CUSTOM.WP-FUEL V	
Type	Common
Sell Price	900
Reduces Skell Art fuel consumption by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Hi-Spec Sensor Module	2
Lionbone Bort	1

CUSTOM.WP-FUEL X	
Type	Rare
Sell Price	1400
Reduces Skell Art fuel consumption by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Hi-Spec Sensor Module	8
Enduron Lead	2

CUSTOM.WP-FUEL XV	
Type	Unique
Sell Price	1900
Reduces Skell Art fuel consumption by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Hi-Spec Sensor Module	16
Boiled-Egg Ore	4

CUSTOM.WP-FUEL XX	
Type	Intergalactic
Sell Price	2500
Reduces Skell Art fuel consumption by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Hi-Spec Sensor Module	32
Marine Rutile	8

Skell Weapon Augments

Critical Hits

CRITICALUP. I	
Type	Common
Sell Price	500
Boosts Skell critical chance by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Oc-serv Hand	1
Ziggian Long Antennae	1
Forfex Miso	1
White Cometite	1

CRITICALUP. V	
Type	Common
Sell Price	900
Boosts Skell critical chance by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Oc-serv Hand	2
Ziggian Long Antennae	2
Forfex Miso	2
Dawnstone	1

CRITICALUP. X	
Type	Rare
Sell Price	1400
Boosts Skell critical chance by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Oc-serv Hand	3
Lone Red Ictus Stinger	3
Spiked Tail Fin	3
Everfreeze Ore	1

CRITICALUP. XV	
Type	Unique
Sell Price	1900
Boosts Skell critical chance by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Oc-serv Hand	4
Lone Red Ictus Stinger 4	
Spiked Tail Fin	4
Foucaultium	1

CRITICALUP. XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell critical chance by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Oc-serv Hand	5
Lone Red Ictus Stinger	5
Spiked Tail Fin	5
Bonjelium	1

CRITICALUP.THEROID I	
Type	Common
Sell Price	300
Boosts Skell critical chance against theroid enemies by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

CRITICALUP.THEROID V	
Type	Common
Sell Price	540
Boosts Skell critical chance against theroid enemies by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

CRITICALUP.THEROID X	
Type	Rare
Sell Price	840
Boosts Skell critical chance against theroid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	3
Enduron Lead	1

CRITICALUP.THEROID XV	
Type	Unique
Sell Price	1140
Boosts Skell critical chance against theroid enemies by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Fleecy Fur	4
Boiled-Egg Ore	4

CRITICALUP.THEROID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell critical chance against theroid enemies by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Fleecy Fur	5
Marine Rutile	1

CRITICALUP.INSECTOID I	
Type	Common
Sell Price	300
Boosts Skell critical chance against insectoid enemies by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	1
Arc Sand Ore	1

CRITICALUP.INSECTOID V	
Type	Common
Sell Price	540
Boosts Skell critical chance against insectoid enemies by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	2
Lionbone Bort	1

CRITICALUP.INSECTOID X	
Type	Rare
Sell Price	840
Boosts Skell critical chance against insectoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	3
Enduron Lead	1

CRITICALUP.INSECTOID XV	
Type	Unique
Sell Price	1140
Boosts Skell critical chance against insectoid enemies by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Tatty Insect Wing	4
Boiled-Egg Ore	4

CRITICALUP.INSECTOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell critical chance against insectoid enemies by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Tatty Insect Wing	5
Marine Rutile	1

CRITICALUP.PISCINOID I	
Type	Common
Sell Price	300
Boosts Skell critical chance against piscinoid enemies by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	1
Arc Sand Ore	1

CRITICALUP.PISCINOID V	
Type	Common
Sell Price	540
Boosts Skell critical chance against piscinoid enemies by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	2
Lionbone Bort	1

CRITICALUP.PISCINOID X	
Type	Rare
Sell Price	840
Boosts Skell critical chance against piscinoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	3
Enduron Lead	1

CRITICALUP.PISCINOID XV	
Type	Unique
Sell Price	1140
Boosts Skell critical chance against piscinoid enemies by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Dorsal Fin	4
Boiled-Egg Ore	4

CRITICALUP.PISCINOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell critical chance against piscinoid enemies by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Dorsal Fin	5
Marine Rutile	1

CRITICALUP.HUMANOID I	
Type	Common
Sell Price	300
Boosts Skell critical chance against humanoid enemies by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	1
Arc Sand Ore	1

CRITICALUP.HUMANOID V	
Type	Common
Sell Price	540
Boosts Skell critical chance against humanoid enemies by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	2
Lionbone Bort	1

CRITICALUP.HUMANOID X	
Type	Rare
Sell Price	840
Boosts Skell critical chance against humanoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	3
Enduron Lead	1

CRITICALUP.HUMANOID XV	
Type	Unique
Sell Price	1140
Boosts Skell critical chance against humanoid enemies by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Buckle	4
Boiled-Egg Ore	4

CRITICALUP.HUMANOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell critical chance against humanoid enemies by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Buckle	5
Marine Rutile	1

CRITICALUP.MECHANOID I	
Type	Common
Sell Price	300
Boosts Skell critical chance against mechanoid enemies by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	1
Arc Sand Ore	1

CRITICALUP.MECHANOID V	
Type	Common
Sell Price	540
Boosts Skell critical chance against mechanoid enemies by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	2
Lionbone Bort	1

CRITICALUP.MECHANOID X	
Type	Rare
Sell Price	840
Boosts Skell critical chance against mechanoid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	3
Enduron Lead	1

CRITICALUP.MECHANOID XV	
Type	Unique
Sell Price	1140
Boosts Skell critical chance against mechanoid enemies by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Standard Crank	4
Boiled-Egg Ore	4

CRITICALUP.MECHANOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell critical chance against mechanoid enemies by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Standard Crank	5
Marine Rutile	1

CRITICALUP.CHIMEROID I	
Type	Common
Sell Price	300
Boosts Skell critical chance against chimeroid enemies by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	1
Bloodied Face	1
Fine White Belt	1
White Cometite	1

CRITICALUP.CHIMEROID V	
Type	Common
Sell Price	540
Boosts Skell critical chance against chimeroid enemies by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	2
Bloodied Face	2
Fine White Belt	2
Dawnstone	1

CRITICALUP.CHIMEROID X	
Type	Rare
Sell Price	840
Boosts Skell critical chance against chimeroid enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	3
Black Colubrim Tail	3
Brown Colubrim Tail	3
Everfreeze Ore	1

CRITICALUP.CHIMEROID XV	
Type	Unique
Sell Price	1140
Boosts Skell critical chance against chimeroid enemies by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Sticky Mucus	4
Black Colubrim Tail	4
Brown Colubrim Tail	4
Foucaultium	1

CRITICALUP.CHIMEROID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell critical chance against chimeroid enemies by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Sticky Mucus	5
Black Colubrim Tail	5
Brown Colubrim Tail	5
Bonjelium	1

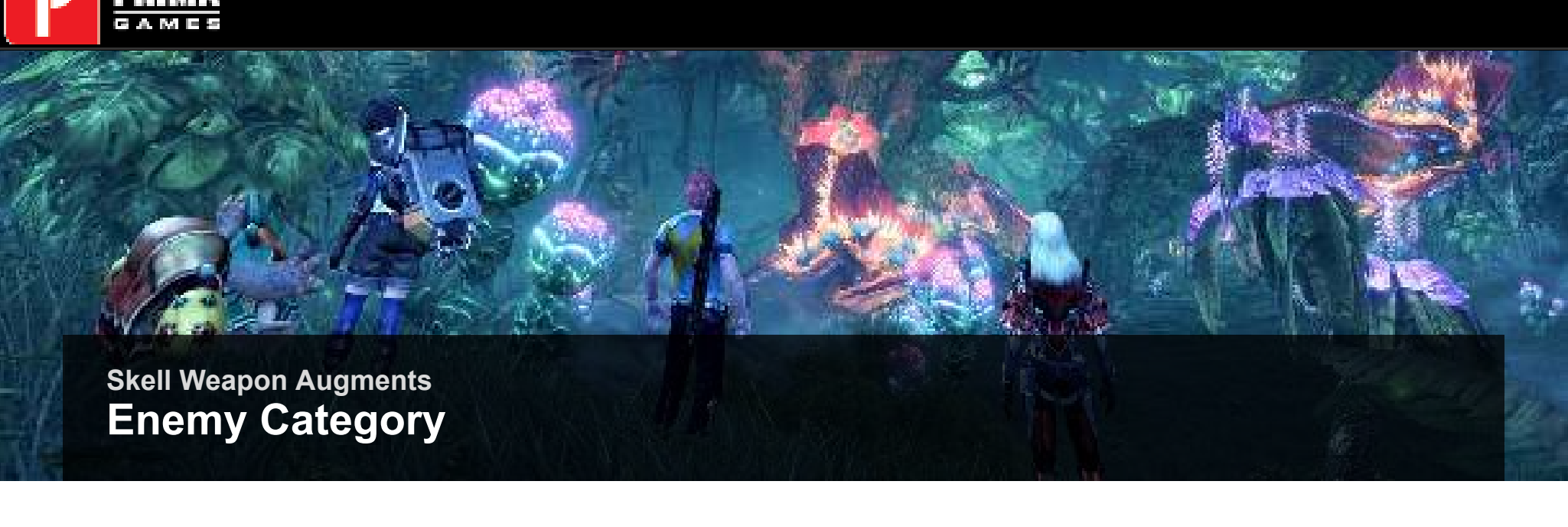
CRITICALUP.ULTRAFAUNA I	
Type	Common
Sell Price	300
Boosts Skell critical chance against ultrafauna enemies by 1.	
Required Miranium	100
REQUIRED MATERIALS	
Thick Cinicula Horn	1
Black Electrical Tentacle	1
Hot Potamus Juice	1
White Cometite	1

CRITICALUP.ULTRAFAUNA V	
Type	Common
Sell Price	540
Boosts Skell critical chance against ultrafauna enemies by 5.	
Required Miranium	100
REQUIRED MATERIALS	
Thick Cinicula Horn	2
Black Electrical Tentacle	2
Hot Potamus Juice	2
Dawnstone	1

CRITICALUP.ULTRAFAUNA X	
Type	Rare
Sell Price	840
Boosts Skell critical chance against ultrafauna enemies by 10.	
Required Miranium	100
REQUIRED MATERIALS	
Thick Cinicula Horn	3
Reverse Colubrim Scale	3
Colubrim Eel Kebab	3
Everfreeze Ore	1

CRITICALUP.ULTRAFAUNA XV	
Type	Unique
Sell Price	1140
Boosts Skell critical chance against ultrafauna enemies by 15.	
Required Miranium	1500
REQUIRED MATERIALS	
Thick Cinicula Horn	4
Reverse Colubrim Scale	4
Colubrim Eel Kebab	4
Foucaultium	1

CRITICALUP.ULTRAFAUNA XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell critical chance against ultrafauna enemies by 20.	
Required Miranium	2000
REQUIRED MATERIALS	
Thick Cinicula Horn	5
Reverse Colubrim Scale	5
Colubrim Eel Kebab	5
Bonjelium	1



Skell Weapon Augments

Enemy Category

LETHALITY.THEROID I	
Type	Common
Sell Price	300
Boosts Skell damage to theroid enemies by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	1
Arc Sand Ore	1

LETHALITY.THEROID V	
Type	Common
Sell Price	540
Boosts Skell damage to theroid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	2
Lionbone Bort	1

LETHALITY.THEROID X	
Type	Rare
Sell Price	840
Boosts Skell damage to theroid enemies by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Fleecy Fur	4
Enduron Lead	2

LETHALITY.THEROID XV	
Type	Unique
Sell Price	1140
Boosts Skell damage to theroid enemies by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Fleecy Fur	6
Boiled-Egg Ore	3

LETHALITY.THEROID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell damage to theroid enemies by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Fleecy Fur	12
Marine Rutile	4

LETHALITY.INSECTOID I	
Type	Common
Sell Price	300
Boosts Skell damage to insectoid enemies by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	1
Arc Sand Ore	1

LETHALITY.INSECTOID V	
Type	Common
Sell Price	540
Boosts Skell damage to insectoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	2
Lionbone Bort	1

LETHALITY.INSECTOID X	
Type	Rare
Sell Price	840
Boosts Skell damage to insectoid enemies by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Tatty Insect Wing	4
Enduron Lead	2

LETHALITY.INSECTOID XV	
Type	Unique
Sell Price	1140
Boosts Skell damage to insectoid enemies by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Tatty Insect Wing	6
Boiled-Egg Ore	3

LETHALITY.INSECTOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell damage to insectoid enemies by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Tatty Insect Wing	12
Marine Rutile	4

LETHALITY.PISCINOID I	
Type	Common
Sell Price	300
Boosts Skell damage to piscinoid enemies by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	1
Arc Sand Ore	1

LETHALITY.PISCINOID V	
Type	Common
Sell Price	540
Boosts Skell damage to piscinoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	2
Lionbone Bort	1

LETHALITY.PISCINOID X	
Type	Rare
Sell Price	840
Boosts Skell damage to piscinoid enemies by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Small Dorsal Fin	4
Enduron Lead	2

LETHALITY.PISCINOID XV	
Type	Unique
Sell Price	1140
Boosts Skell damage to piscinoid enemies by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Dorsal Fin	6
Boiled-Egg Ore	3

LETHALITY.PISCINOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell damage to piscinoid enemies by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Dorsal Fin	12
Marine Rutile	4

LETHALITY.HUMANOID I	
Type	Common
Sell Price	300
Boosts Skell damage to humanoid enemies by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	1
Arc Sand Ore	1

LETHALITY.HUMANOID V	
Type	Common
Sell Price	540
Boosts Skell damage to humanoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	2
Lionbone Bort	1

LETHALITY.HUMANOID X	
Type	Rare
Sell Price	840
Boosts Skell damage to humanoid enemies by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Buckle	4
Enduron Lead	2

LETHALITY.HUMANOID XV	
Type	Unique
Sell Price	1140
Boosts Skell damage to humanoid enemies by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Buckle	6
Boiled-Egg Ore	3

LETHALITY.HUMANOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell damage to humanoid enemies by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Buckle	12
Marine Rutile	4

LETHALITY.MECHANOID I	
Type	Common
Sell Price	300
Boosts Skell damage to mechanoid enemies by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	1
Arc Sand Ore	1

LETHALITY.MECHANOID V	
Type	Common
Sell Price	540
Boosts Skell damage to mechanoid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	2
Lionbone Bort	1

LETHALITY.MECHANOID X	
Type	Rare
Sell Price	840
Boosts Skell damage to mechanoid enemies by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Standard Crank	4
Enduron Lead	2

LETHALITY.MECHANOID XV	
Type	Unique
Sell Price	1140
Boosts Skell damage to mechanoid enemies by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Standard Crank	6
Boiled-Egg Ore	3

LETHALITY.MECHANOID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell damage to mechanoid enemies by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Standard Crank	12
Marine Rutile	4

LETHALITY.CHIMEROID I	
Type	Common
Sell Price	300
Boosts Skell damage to chimeroid enemies by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	1
Boodied Face	1
Fine White Belt	1
White Cometite	1

LETHALITY.CHIMEROID V	
Type	Common
Sell Price	540
Boosts Skell damage to chimeroid enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	2
Boodied Face	2
Fine White Belt	2
Dawnstone	1

LETHALITY.CHIMEROID X	
Type	Rare
Sell Price	840
Boosts Skell damage to chimeroid enemies by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
Sticky Mucus	3
Yellow Millepod Rock	3
Millepod Ice Rock	3
Everfreeze Ore	1

LETHALITY.CHIMEROID XV	
Type	Unique
Sell Price	1140
Boosts Skell damage to chimeroid enemies by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
Sticky Mucus	4
Yellow Millepod Rock	4
Millepod Ice Rock	4
Foucaultium	1

LETHALITY.CHIMEROID XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell damage to chimeroid enemies by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
Sticky Mucus	5
Yellow Millepod Rock	5
Millepod Ice Rock	5
Bonjelium	1

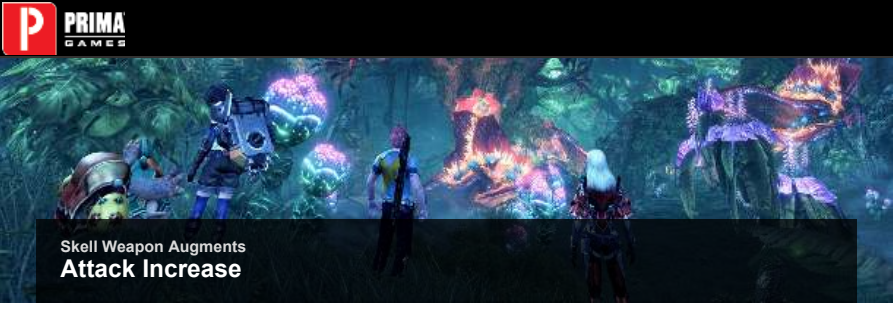
LETHALITY.ULTRAFAUNA I	
Type	Common
Sell Price	300
Boosts Skell damage to ultrafauna enemies by 2%.	
Required Miranium	100
REQUIRED MATERIALS	
White Forfex Shell	1
Black Electrical Tentacle	1
Hot Potamus	1
White Cometite	1

LETHALITY.ULTRAFAUNA V	
Type	Common
Sell Price	540
Boosts Skell damage to ultrafauna enemies by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
White Forfex Shell	2
Black Electrical Tentacle	2
Hot Potamus	2
Dawnstone	1

LETHALITY.ULTRAFAUNA X	
Type	Rare
Sell Price	840
Boosts Skell damage to ultrafauna enemies by 20%.	
Required Miranium	100
REQUIRED MATERIALS	
White Forfex Shell	3
Reverse Millepod Scale	3
Deva Caladar’s Red Ear	3
Everfreeze Ore	1

LETHALITY.ULTRAFAUNA XV	
Type	Unique
Sell Price	1140
Boosts Skell damage to ultrafauna enemies by 30%.	
Required Miranium	1500
REQUIRED MATERIALS	
White Forfex Shell	4
Reverse Millepod Scale	4
Deva Caladar’s Red Ear	4
Foucaultium	1

LETHALITY.ULTRAFAUNA XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell damage to ultrafauna enemies by 40%.	
Required Miranium	2000
REQUIRED MATERIALS	
White Forfex Shell	5
Reverse Millepod Scale	5
Deva Caladar’s Red Ear	5
Bonjelium	1



Skell Weapon Augments

Attack Increase

M-AUTO.BLACKOUT I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Blackout I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	1
Arc Sand Ore	1

M-AUTO.BLACKOUT V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Blackout I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	2
Lionbone Bort	1

M-AUTO.BLACKOUT X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Blackout II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	3
Enduron Lead	1

M-AUTO.BLACKOUT XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Blackout III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Ovis Polishing Stone	4
Boiled-Egg Ore	1

M-AUTO.BLACKOUT XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Blackout IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Ovis Polishing Stone	5
Marine Rutile	1

M-AUTO.FATIGUE I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Fatigue I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	1
Arc Sand Ore	1

M-AUTO.FATIGUE V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Fatigue I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	2
Lionbone Bort	1

M-AUTO.FATIGUE X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Fatigue II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Muscled Suid Bulge	3
Enduron Lead	1

M-AUTO.FATIGUE XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Fatigue III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Muscled Suid Bulge	4
Boiled-Egg Ore	1

M-AUTO.FATIGUE XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Fatigue IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Muscled Suid Bulge	5
Marine Rutile	1

M-AUTO.PHYS-RESDOWN I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Physical Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	1
Arc Sand Ore	1

M-AUTO.PHYS-RESDOWN V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Physical Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	2
Lionbone Bort	1

M-AUTO.PHYS-RESDOWN X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Physical Res Down II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	3
Enduron Lead	1

M-AUTO.PHYS-RESDOWN XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Physical Res Down III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Juicy Wild Meat	4
Boiled-Egg Ore	1

M-AUTO.PHYS-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Physical Res Down IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Juicy Wild Meat	5
Marine Rutile	1

M-AUTO.BEAM-RESDOWN I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Beam Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	1
Arc Sand Ore	1

M-AUTO.BEAM-RESDOWN V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Beam Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	2
Lionbone Bort	1

M-AUTO.BEAM-RESDOWN X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Beam Res Down II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	3
Enduron Lead	1

M-AUTO.BEAM-RESDOWN XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Beam Res Down III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Straw	4
Boiled-Egg Ore	1

M-AUTO.BEAM-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Beam Res Down IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Straw	5
Marine Rutile	1

M-AUTO.ETHER-RESDOWN I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Ether Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	1
Arc Sand Ore	1

M-AUTO.ETHER-RESDOWN V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Ether Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	2
Lionbone Bort	1

M-AUTO.ETHER-RESDOWN X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Ether Res Down II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	3
Enduron Lead	1

M-AUTO.ETHER-RESDOWN XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Ether Res Down III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Perforated Oar	4
Boiled-Egg Ore	1

M-AUTO.ETHER-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Ether Res Down IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Perforated Oar	5
Marine Rutile	1

M-AUTO.THERM-RESDOWN I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Thermal Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	1
Arc Sand Ore	1

M-AUTO.THERM-RESDOWN V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Thermal Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	2
Lionbone Bort	1

M-AUTO.THERM-RESDOWN X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Thermal Res Down II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	3
Enduron Lead	1

M-AUTO.THERM-RESDOWN XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Thermal Res Down III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Forfex Shell	4
Boiled-Egg Ore	1

M-AUTO.THERM-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Thermal Res Down IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Forfex Shell	5
Marine Rutile	1

M-AUTO.ELEC-RESDOWN I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Electric Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	1
Arc Sand Ore	1

M-AUTO.ELEC-RESDOWN V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Electric Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	2
Lionbone Bort	1

M-AUTO.ELEC-RESDOWN X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Electric Res Down II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	3
Enduron Lead	1

M-AUTO.ELEC-RESDOWN XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Electric Res Down III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Muddy Pelt	4
Boiled-Egg Ore	1

M-AUTO.ELEC-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Electric Res Down IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Muddy Pelt	5
Marine Rutile	1

M-AUTO.GRAVITY-RESDOWN I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Gravity Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	1
Arc Sand Ore	1

M-AUTO.GRAVITY-RESDOWN V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Gravity Res Down I when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	2
Lionbone Bort	1

M-AUTO.GRAVITY-RESDOWN X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Gravity Res Down II when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	3
Enduron Lead	1

M-AUTO.GRAVITY-RESDOWN XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Gravity Res Down III when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Blatta Wing	4
Boiled-Egg Ore	1

M-AUTO.GRAVITY-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Gravity Res Down IV when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Blatta Wing	5
Marine Rutile	1

M-AUTO.BLAZE I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Blaze I when melee auto-attacking with your Skell	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	1
Pugilith Lamp	1
Aurorite	1

M-AUTO.BLAZE V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Blaze I when melee auto-attacking with your Skell	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	2
Pugilith Lamp	2
Infernium	1

M-AUTO.BLAZE X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Blaze II when melee auto-attacking with your Skell	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	3
Imperial Sphinx Fang	3
Cimmerian Cinnabar	1

M-AUTO.BLAZE XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Blaze III when melee auto-attacking with your Skell	
Required Miranium	1500
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	4
Imperial Sphinx Fang	4
Ouroboros Crystal	1

M-AUTO.BLAZE XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Blaze IV when melee auto-attacking with your Skell	
Required Miranium	2000
REQUIRED MATERIALS	
Scirpo Malic Acid Sac	5
Imperial Sphinx Fang	5
Parhelion Platinum	1

M-AUTO.SHOCK I	
Type	Common
Sell Price	200
Grants a 5% chance of inflicting Shock I when melee auto-attacking with your Skell	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Cyanide Sac	1
Electrified Xeno Blood	1
Aurorite	1

M-AUTO.SHOCK V	
Type	Common
Sell Price	360
Grants a 10% chance of inflicting Shock I when melee auto-attacking with your Skell	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Cyanide Sac	2
Electrified Xeno Blood	2
Infernium	1

M-AUTO.SHOCK X	
Type	Rare
Sell Price	560
Grants a 10% chance of inflicting Shock II when melee auto-attacking with your Skell	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Cyanide Sac	3
Electric Tersqual Tear	3
Cimmerian Cinnabar	1

M-AUTO.SHOCK XV	
Type	Unique
Sell Price	760
Grants a 10% chance of inflicting Shock III when melee auto-attacking with your Skell	
Required Miranium	1500
REQUIRED MATERIALS	
Scirpo Cyanide Sac	4
Electric Tersqual Tear	4
Ouroboros Crystal	1

M-AUTO.SHOCK XX	
Type	Intergalactic
Sell Price	1000
Grants a 10% chance of inflicting Shock IV when melee auto-attacking with your Skell	
Required Miranium	2000
REQUIRED MATERIALS	
Scirpo Cyanide Sac	5
Electric Tersqual Tear	5
Parhelion Platinum	1

M-AUTO.HEAL-HP I	
Type	Common
Sell Price	500
Grants a 50% chance of recovering 25 HP when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Thallus Crescent Hook	1
Green Monoceros Horn	1
Liceor Horn	1
White Cometite	1

M-AUTO.HEAL-HP V	
Type	Common
Sell Price	900
Grants a 50% chance of recovering 125 HP when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Thallus Crescent Hook	2
Green Monoceros Horn	2
Liceor Horn	2
Dawnstone	1

M-AUTO.HEAL-HP X	
Type	Rare
Sell Price	1400
Grants a 50% chance of recovering 250 HP when melee auto-attacking with your Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Thallus Crescent Hook	3
Millesaur Dung	3
Coronid Dung	3
Everfreeze Ore	1

M-AUTO.HEAL-HP XV	
Type	Unique
Sell Price	1900
Grants a 50% chance of recovering 375 HP when melee auto-attacking with your Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Thallus Crescent Hook	4
Millesaur Dung	4
Coronid Dung	4
Foucaultium	1

M-AUTO.HEAL-HP XX	
Type	Intergalactic
Sell Price	2500
Grants a 50% chance of recovering 500 HP when melee auto-attacking with your Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Thallus Crescent Hook	5
Millesaur Dung	5
Coronid Dung	5
Bonjelium	1

REFLECT.NEG-PHYS I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of Skell physical attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	1
Arc Sand Ore	1

REFLECT.NEG-PHYS V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of Skell physical attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	2
Lionbone Bort	1

REFLECT.NEG-PHYS X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of Skell physical attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	3
Enduron Lead	1

REFLECT.NEG-PHYS XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of Skell physical attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Juicy Wild Meat	4
Boiled-Egg Ore	1

REFLECT.NEG-PHYS XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of Skell physical attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Juicy Wild Meat	5
Marine Rutile	1

REFLECT.NEG-BEAM I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of Skell beam attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	1
Arc Sand Ore	1

REFLECT.NEG-BEAM V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of Skell beam attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	2
Lionbone Bort	1

REFLECT.NEG-BEAM X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of Skell beam attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	3
Enduron Lead	1

REFLECT.NEG-BEAM XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of Skell beam attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Straw	4
Boiled-Egg Ore	1

REFLECT.NEG-BEAM XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of Skell beam attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Straw	5
Marine Rutile	1

REFLECT.NEG-ETHER I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of Skell ether attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	1
Arc Sand Ore	1

REFLECT.NEG-ETHER V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of Skell ether attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	2
Lionbone Bort	1

REFLECT.NEG-ETHER X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of Skell ether attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	3
Enduron Lead	1

REFLECT.NEG-ETHER XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of Skell ether attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Perforated Oar	4
Boiled-Egg Ore	1

REFLECT.NEG-ETHER XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of Skell ether attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Perforated Oar	5
Marine Rutile	1

REFLECT.NEG-THERM I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of Skell thermal attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	1
Arc Sand Ore	1

REFLECT.NEG-THERM V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of Skell thermal attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	2
Lionbone Bort	1

REFLECT.NEG-THERM X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of Skell thermal attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	3
Enduron Lead	1

REFLECT.NEG-THERM XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of Skell thermal attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Forfex Shell	4
Boiled-Egg Ore	1

REFLECT.NEG-THERM XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of Skell thermal attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Forfex Shell	5
Marine Rutile	1

REFLECT.NEG-ELEC I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of Skell electric attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	1
Arc Sand Ore	1

REFLECT.NEG-ELEC V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of Skell electric attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	2
Lionbone Bort	1

REFLECT.NEG-ELEC X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of Skell electric attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	3
Enduron Lead	1

REFLECT.NEG-ELEC XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of Skell electric attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Muddy Pelt	4
Boiled-Egg Ore	1

REFLECT.NEG-ELEC XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of Skell electric attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Muddy Pelt	5
Marine Rutile	1

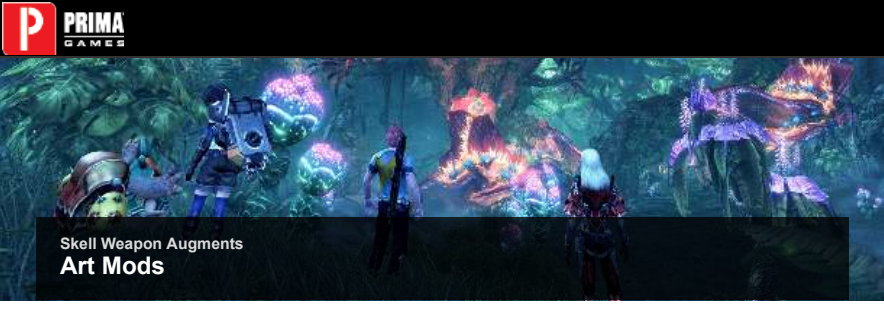
REFLECT.NEG-GRAVITY I	
Type	Common
Sell Price	300
Grants a 5% chance of negating enemy reflection of Skell gravity attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	1
Arc Sand Ore	1

REFLECT.NEG-GRAVITY V	
Type	Common
Sell Price	540
Grants a 25% chance of negating enemy reflection of Skell gravity attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	2
Lionbone Bort	1

REFLECT.NEG-GRAVITY X	
Type	Rare
Sell Price	840
Grants a 50% chance of negating enemy reflection of Skell gravity attacks.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	3
Enduron Lead	1

REFLECT.NEG-GRAVITY XV	
Type	Unique
Sell Price	1140
Grants a 75% chance of negating enemy reflection of Skell gravity attacks.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Blatta Wing	4
Boiled-Egg Ore	1

REFLECT.NEG-GRAVITY XX	
Type	Intergalactic
Sell Price	1500
Grants a 100% chance of negating enemy reflection of Skell gravity attacks.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Blatta Wing	5
Marine Rutile	1



Skell Weapon Augments

Art Mods

ARTS.GP I	
Type	Common
Sell Price	500
Boosts GP by 10 when using Skell Arts.	
Required Miranium	100
REQUIRED MATERIALS	
White Mortifole Feather	1
Ornate Insidia Claw	1
Blue Fungi	1
White Cometite	1

ARTS.GP V	
Type	Common
Sell Price	900
Boosts GP by 50 when using Skell Arts.	
Required Miranium	100
REQUIRED MATERIALS	
White Mortifole Feather	2
Ornate Insidia Claw	2
Blue Fungi	2
Dawnstone	1

ARTS.GP X	
Type	Rare
Sell Price	1400
Boosts GP by 100 when using Skell Arts.	
Required Miranium	100
REQUIRED MATERIALS	
White Mortifole Feather	8
Aeviter Star Wing	8
Red Vigent Rock Scalp	8
Everfreeze Ore	2

ARTS.GP XV	
Type	Unique
Sell Price	1900
Boosts GP by 150 when using Skell Arts.	
Required Miranium	1500
REQUIRED MATERIALS	
White Mortifole Feather	16
Aeviter Star Wing	16
Red Vigent Rock Scalp	16
Foucaultium	4

ARTS.GP XX	
Type	Intergalactic
Sell Price	2500
Boosts GP by 200 when using Skell Arts.	
Required Miranium	2000
REQUIRED MATERIALS	
White Mortifole Feather	32
Aeviter Star Wing	32
Red Vigent Rock Scalp	32
Bonjelium	8

TIMEEX.TAUNT I	
Type	Common
Sell Price	200
Extends Taunt effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	1
Arc Sand Ore	1

TIMEEX.TAUNT V	
Type	Common
Sell Price	360
Extends Taunt effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	2
Lionbone Bort	1

TIMEEX.TAUNT X	
Type	Rare
Sell Price	560
Extends Taunt effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	3
Enduron Lead	1

TIMEEX.TAUNT XV	
Type	Unique
Sell Price	760
Extends Taunt effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Insect Leg	4
Boiled-Egg Ore	1

TIMEEX.TAUNT XX	
Type	Intergalactic
Sell Price	1000
Extends Taunt effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Insect Leg	5
Marine Rutile	1

TIMEEX.SLEEP I	
Type	Common
Sell Price	200
Extends Sleep effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Moving Vivohast Tail	1
Arc Sand Ore	1

TIMEEX.SLEEP V	
Type	Common
Sell Price	360
Extends Sleep effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Moving Vivohast Tail	2
Lionbone Bort	1

TIMEEX.SLEEP X	
Type	Rare
Sell Price	560
Extends Sleep effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Moving Vivohast Tail	3
Enduron Lead	1

TIMEEX.SLEEP XV	
Type	Unique
Sell Price	760
Extends Sleep effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Moving Vivohast Tail	4
Boiled-Egg Ore	1

TIMEEX.SLEEP XX	
Type	Intergalactic
Sell Price	1000
Extends Sleep effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Moving Vivohast Tail	5
Marine Rutile	1

TIMEEX.VIRUS I	
Type	Common
Sell Price	200
Extends Virus effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	1
Arc Sand Ore	1

TIMEEX.VIRUS V	
Type	Common
Sell Price	360
Extends Virus effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	2
Lionbone Bort	1

TIMEEX.VIRUS X	
Type	Rare
Sell Price	560
Extends Virus effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Small Insect Leg	3
Enduron Lead	1

TIMEEX.VIRUS XV	
Type	Unique
Sell Price	760
Extends Virus effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Small Insect Leg	4
Boiled-Egg Ore	1

TIMEEX.VIRUS XX	
Type	Intergalactic
Sell Price	1000
Extends Virus effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Small Insect Leg	5
Marine Rutile	1

TIMEEX.BLACKOUT I	
Type	Common
Sell Price	200
Extends Blackout effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	1
Arc Sand Ore	1

TIMEEX.BLACKOUT V	
Type	Common
Sell Price	360
Extends Blackout effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	2
Lionbone Bort	1

TIMEEX.BLACKOUT X	
Type	Rare
Sell Price	560
Extends Blackout effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Ovis Polishing Stone	3
Enduron Lead	1

TIMEEX.BLACKOUT XV	
Type	Unique
Sell Price	760
Extends Blackout effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Ovis Polishing Stone	4
Boiled-Egg Ore	1

TIMEEX.BLACKOUT XX	
Type	Intergalactic
Sell Price	1000
Extends Blackout effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Ovis Polishing Stone	5
Marine Rutile	1

TIMEEX.FATIGUE I	
Type	Common
Sell Price	200
Extends Fatigue effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	1
Arc Sand Ore	1

TIMEEX.FATIGUE V	
Type	Common
Sell Price	360
Extends Fatigue effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	2
Lionbone Bort	1

TIMEEX.FATIGUE X	
Type	Rare
Sell Price	560
Extends Fatigue effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Broken Pincer	3
Enduron Lead	1

TIMEEX.FATIGUE XV	
Type	Unique
Sell Price	760
Extends Fatigue effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Broken Pincer	4
Boiled-Egg Ore	1

TIMEEX.FATIGUE XX	
Type	Intergalactic
Sell Price	1000
Extends Fatigue effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Broken Pincer	5
Marine Rutile	1

TIMEEX.SLOWARTS I	
Type	Common
Sell Price	200
Extends Slow Arts effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	1
Arc Sand Ore	1

TIMEEX.SLOWARTS V	
Type	Common
Sell Price	360
Extends Slow Arts effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	2
Lionbone Bort	1

TIMEEX.SLOWARTS X	
Type	Rare
Sell Price	560
Extends Slow Arts effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	3
Enduron Lead	1

TIMEEX.SLOWARTS XV	
Type	Unique
Sell Price	760
Extends Slow Arts effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Supple Leather	4
Boiled-Egg Ore	1

TIMEEX.SLOWARTS XX	
Type	Intergalactic
Sell Price	1000
Extends Slow Arts effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Supple Leather	5
Marine Rutile	1

TIMEEX.DEBUFF-RESDOWN I	
Type	Common
Sell Price	200
Extends Debuff Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	1
Arc Sand Ore	1

TIMEEX.DEBUFF-RESDOWN V	
Type	Common
Sell Price	360
Extends Debuff Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	2
Lionbone Bort	1

TIMEEX.DEBUFF-RESDOWN X	
Type	Rare
Sell Price	560
Extends Debuff Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Lovely Pom Pom	3
Enduron Lead	1

TIMEEX.DEBUFF-RESDOWN XV	
Type	Unique
Sell Price	760
Extends Debuff Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Lovely Pom Pom	4
Boiled-Egg Ore	1

TIMEEX.DEBUFF-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Debuff Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Lovely Pom Pom	5
Marine Rutile	1

TIMEEX.BLAZE I	
Type	Common
Sell Price	200
Extends Blaze effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	1
Arc Sand Ore	1

TIMEEX.BLAZE V	
Type	Common
Sell Price	360
Extends Blaze effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	4
Lionbone Bort	1

TIMEEX.BLAZE X	
Type	Rare
Sell Price	560
Extends Blaze effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Poisonous Needle	12
Levitath Sun Bead	1
Enduron Lead	2

TIMEEX.BLAZE XV	
Type	Unique
Sell Price	760
Extends Blaze effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Poisonous Needle	24
Levitath Sun Bead	2
Boiled-Egg Ore	4

TIMEEX.BLAZE XX	
Type	Intergalactic
Sell Price	1000
Extends Blaze effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Poisonous Needle	36
Levitath Sun Bead	4
Marine Rutile	8

TIMEEX.SHOCK I	
Type	Common
Sell Price	200
Extends Shock effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fang	1
Arc Sand Ore	1

TIMEEX.SHOCK V	
Type	Common
Sell Price	360
Extends Shock effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fang	4
Lionbone Bort	1

TIMEEX.SHOCK X	
Type	Rare
Sell Price	560
Extends Shock effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Vesper Fang	12
Electric Tersqual Tear	1
Enduron Lead	2

TIMEEX.SHOCK XV	
Type	Unique
Sell Price	760
Extends Shock effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Vesper Fang	24
Electric Tersqual Tear	2
Boiled-Egg Ore	4

TIMEEX.SHOCK XX	
Type	Intergalactic
Sell Price	1000
Extends Shock effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Vesper Fang	48
Electric Tersqual Tear	4
Marine Rutile	8

TIMEEX.PHYS-RESDOWN I	
Type	Common
Sell Price	200
Extends Physical Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	1
Arc Sand Ore	1

TIMEEX.PHYS-RESDOWN V	
Type	Common
Sell Price	360
Extends Physical Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	2
Lionbone Bort	1

TIMEEX.PHYS-RESDOWN X	
Type	Rare
Sell Price	560
Extends Physical Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Juicy Wild Meat	3
Enduron Lead	1

TIMEEX.PHYS-RESDOWN XV	
Type	Unique
Sell Price	760
Extends Physical Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Juicy Wild Meat	4
Boiled-Egg Ore	1

TIMEEX.PHYS-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Physical Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Juicy Wild Meat	5
Marine Rutile	1

TIMEEX.BEAM-RESDOWN I	
Type	Common
Sell Price	200
Extends Beam Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	1
Arc Sand Ore	1

TIMEEX.BEAM-RESDOWN V	
Type	Common
Sell Price	360
Extends Beam Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	2
Lionbone Bort	1

TIMEEX.BEAM-RESDOWN X	
Type	Rare
Sell Price	560
Extends Beam Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Adsecula Straw	3
Enduron Lead	1

TIMEEX.BEAM-RESDOWN XV	
Type	Unique
Sell Price	760
Extends Beam Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Adsecula Straw	4
Boiled-Egg Ore	1

TIMEEX.BEAM-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Beam Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Adsecula Straw	5
Marine Rutile	1

TIMEEX.ETHER-RESDOWN I	
Type	Common
Sell Price	200
Extends Ether Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	1
Arc Sand Ore	1

TIMEEX.ETHER-RESDOWN V	
Type	Common
Sell Price	360
Extends Ether Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	2
Lionbone Bort	1

TIMEEX.ETHER-RESDOWN X	
Type	Rare
Sell Price	560
Extends Ether Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Perforated Oar	3
Enduron Lead	1

TIMEEX.ETHER-RESDOWN XV	
Type	Unique
Sell Price	760
Extends Ether Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Perforated Oar	4
Boiled-Egg Ore	1

TIMEEX.ETHER-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Ether Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Perforated Oar	5
Marine Rutile	1

TIMEEX.THERM-RESDOWN I	
Type	Common
Sell Price	200
Extends Thermal Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	1
Arc Sand Ore	1

TIMEEX.THERM-RESDOWN V	
Type	Common
Sell Price	360
Extends Thermal Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	2
Lionbone Bort	1

TIMEEX.THERM-RESDOWN X	
Type	Rare
Sell Price	560
Extends Thermal Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Red Forfex Shell	3
Enduron Lead	1

TIMEEX.THERM-RESDOWN XV	
Type	Unique
Sell Price	760
Extends Thermal Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Forfex Shell	4
Boiled-Egg Ore	1

TIMEEX.THERM-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Thermal Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Forfex Shell	5
Marine Rutile	1

TIMEEX.ELEC-RESDOWN I	
Type	Common
Sell Price	200
Extends Electric Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	1
Arc Sand Ore	1

TIMEEX.ELEC-RESDOWN V	
Type	Common
Sell Price	360
Extends Electric Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	2
Lionbone Bort	1

TIMEEX.ELEC-RESDOWN X	
Type	Rare
Sell Price	560
Extends Electric Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Muddy Pelt	3
Enduron Lead	1

TIMEEX.ELEC-RESDOWN XV	
Type	Unique
Sell Price	760
Extends Electric Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Muddy Pelt	4
Boiled-Egg Ore	1

TIMEEX.ELEC-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Electric Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Muddy Pelt	5
Marine Rutile	1

TIMEEX.GRAVITY-RESDOWN I	
Type	Common
Sell Price	200
Extends Gravity Res Down effects inflicted by your Arts by 1 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	1
Arc Sand Ore	1

TIMEEX.GRAVITY-RESDOWN V	
Type	Common
Sell Price	360
Extends Gravity Res Down effects inflicted by your Arts by 5 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	2
Lionbone Bort	1

TIMEEX.GRAVITY-RESDOWN X	
Type	Rare
Sell Price	560
Extends Gravity Res Down effects inflicted by your Arts by 10 seconds.	
Required Miranium	100
REQUIRED MATERIALS	
Black Blatta Wing	3
Enduron Lead	1

TIMEEX.GRAVITY-RESDOWN XV	
Type	Unique
Sell Price	760
Extends Gravity Res Down effects inflicted by your Arts by 15 seconds.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Blatta Wing	4
Boiled-Egg Ore	1

TIMEEX.GRAVITY-RESDOWN XX	
Type	Intergalactic
Sell Price	1000
Extends Gravity Res Down effects inflicted by your Arts by 20 seconds.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Blatta Wing	5
Marine Rutile	1

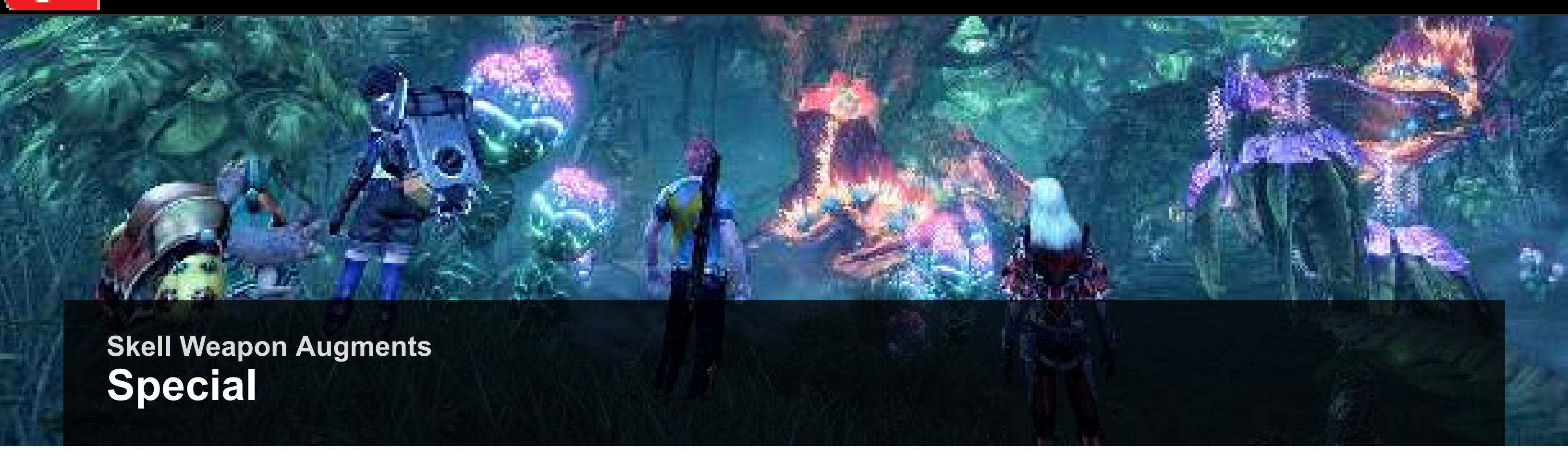
DRAW.OPENING-ART I	
Type	Common
Sell Price	500
Boosts Skell Opening Art damage by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Thallus Antenna	1
Monoceros Wing	1
Reinforced Thruster	1
White Cometite	1

DRAW.OPENING-ART V	
Type	Common
Sell Price	900
Boosts Skell Opening Art damage by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Thallus Antenna	2
Monoceros Wing	2
Reinforced Thruster	2
Dawnstone	1

DRAW.OPENING-ART X	
Type	Rare
Sell Price	1400
Boosts Skell Opening Art damage by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Red Thallus Antenna	8
Parasitic Capsule	8
Large Saw Tooth	8
Everfreeze Ore	2

DRAW.OPENING-ART XV	
Type	Unique
Sell Price	1900
Boosts Skell Opening Art damage by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Red Thallus Antenna	16
Parasitic Capsule	16
Large Saw Tooth	16
Foucaultium	4

DRAW.OPENING-ART XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell Opening Art damage by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Red Thallus Antenna	32
Parasitic Capsule	32
Large Saw Tooth	32
Bonjelium	8



Skell Weapon Augments
Special

CRUSH.APPEND I	
Type	Common
Sell Price	300
Boosts Skell ranged appendage damage by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Sapphire Horn	1
Monoceros Hoof Hook	1
Cracked Claw	1
White Cometite	1

CRUSH.APPEND V	
Type	Common
Sell Price	540
Boosts Skell ranged appendage damage by 25%.	
Required Miranium	100
REQUIRED MATERIALS	
Sapphire Horn	2
Monoceros Hoof Hook	2
Cracked Claw	2
Dawnstone	1

CRUSH.APPEND X	
Type	Rare
Sell Price	840
Boosts Skell ranged appendage damage by 50%.	
Required Miranium	100
REQUIRED MATERIALS	
Sapphire Horn	3
Malevolent Petramand Silk	3
Brown Monoceros Horn	3
Everfreeze Ore	1

CRUSH.APPEND XV	
Type	Unique
Sell Price	1140
Boosts Skell ranged appendage damage by 75%.	
Required Miranium	1500
REQUIRED MATERIALS	
Sapphire Horn	4
Malevolent Petramand Silk	4
Brown Monoceros Horn	4
Foucaultium	1

CRUSH.APPEND XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell ranged appendage damage by 100%.	
Required Miranium	2000
REQUIRED MATERIALS	
Sapphire Horn	4
Malevolent Petramand Silk	4
Brown Monoceros Horn	4
Bonjelium	1

NIGHT.MR-ACC I	
Type	Common
Sell Price	300
Boosts Skell melee and ranged accuracy by 1% during the nighttime.	
Required Miranium	100
REQUIRED MATERIALS	
White Scintimure Tentacle	1
Arc Sand Ore	1

NIGHT.MR-ACC V	
Type	Common
Sell Price	540
Boosts Skell melee and ranged accuracy by 5% during the nighttime.	
Required Miranium	100
REQUIRED MATERIALS	
White Scintimure Tentacle	2
Lionbone Bort	1

NIGHT.MR-ACC X	
Type	Rare
Sell Price	840
Boosts Skell melee and ranged accuracy by 10% during the nighttime.	
Required Miranium	100
REQUIRED MATERIALS	
White Scintimure Tentacle	3
Enduron Lead	1

NIGHT.MR-ACC XV	
Type	Unique
Sell Price	1140
Boosts Skell melee and ranged accuracy by 15% during the nighttime.	
Required Miranium	1500
REQUIRED MATERIALS	
White Scintimure Tentacle	4
Boiled-Egg Ore	1

NIGHT.MR-ACC XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell melee and ranged accuracy by 20% during the nighttime.	
Required Miranium	2000
REQUIRED MATERIALS	
White Scintimure Tentacle	5
Marine Rutile	1

Skell Frame Augments

Stat Increase

BOOST.HP-MAX I	
Type	Common
Sell Price	500
Boosts maximum Skell HP by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Redwood Aprica Antlers	1
Raw Meaty Caecus Liver	1
Succulent Meat	1
White Cometite	1

BOOST.HP-MAX V	
Type	Common
Sell Price	900
Boosts maximum Skell HP by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Redwood Aprica Antlers	2
Raw Meaty Caecus Liver	2
Succulent Meat	2
Dawnstone	1

BOOST.HP-MAX X	
Type	Rare
Sell Price	1400
Boosts maximum Skell HP by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Redwood Aprica Antlers	8
Golden Cantor Tooth	8
Big Balaena Water Bag	8
Everfreeze Ore	2

BOOST.HP-MAX XV	
Type	Unique
Sell Price	1900
Boosts maximum Skell HP by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Redwood Aprica Antlers	16
Golden Cantor Tooth	16
Big Balaena Water Bag	16
Foucaultium	4

BOOST.HP-MAX XX	
Type	Intergalactic
Sell Price	2500
Boosts maximum Skell HP by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Redwood Aprica Antlers	32
Golden Cantor Tooth	32
Big Balaena Water Bag	32
Bonjelium	8

BOOST.M-ACC I	
Type	Common
Sell Price	300
Boosts Skell melee accuracy by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	1
Muscled Suid Bulge	1
Aurorite	1

BOOST.M-ACC V	
Type	Common
Sell Price	540
Boosts Skell melee accuracy by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	2
Muscled Suid Bulge	2
Infernium	1

BOOST.M-ACC X	
Type	Rare
Sell Price	840
Boosts Skell melee accuracy by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Refined Horn	8
Black Steel Heavy Armor	8
Cimmerian Cinnabar	2

BOOST.M-ACC XV	
Type	Unique
Sell Price	1140
Boosts Skell melee accuracy by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Refined Horn	16
Black Steel Heavy Armor	16
Ouroboros Crystal	4

BOOST.M-ACC XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell melee accuracy by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Refined Horn	32
Black Steel Heavy Armor	32
Parhelion Platinum	8

BOOST.R-ACC I	
Type	Common
Sell Price	300
Boosts Skell ranged accuracy by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Scratched Jewel	1
Appetizing Suid Tail	1
Aurorite	1

BOOST.R-ACC V	
Type	Common
Sell Price	540
Boosts Skell ranged accuracy by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Scratched Jewel	2
Appetizing Suid Tail	2
Infernium	1

BOOST.R-ACC X	
Type	Rare
Sell Price	840
Boosts Skell ranged accuracy by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Scratched Jewel	8
Upgraded Spindle Part	8
Cimmerian Cinnabar	2

BOOST.R-ACC XV	
Type	Unique
Sell Price	1140
Boosts Skell ranged accuracy by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Scratched Jewel	16
Upgraded Spindle Part	16
Ouroboros Crystal	4

BOOST.R-ACC XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell ranged accuracy by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Scratched Jewel	32
Upgraded Spindle Part	32
Parhelion Platinum	8

BOOST.EVA-R I	
Type	Common
Sell Price	300
Boosts Skell evasion by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Epithelium	1
Fal-swo Solar Crest	1
Black Fog Deposits	1
White Cometite	1

BOOST.EVA-R V	
Type	Common
Sell Price	540
Boosts Skell evasion by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Epithelium	2
Fal-swo Solar Crest	2
Black Fog Deposits	2
Dawnstone	1

BOOST.EVA-R X	
Type	Rare
Sell Price	840
Boosts Skell evasion by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Slimy Epithelium	8
Brilliant Tersqual Liquid	8
Blinding Lophid Extract	8
Everfreeze Ore	2

BOOST.EVA-R XV	
Type	Unique
Sell Price	1140
Boosts Skell evasion by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Slimy Epithelium	24
Brilliant Tersqual Liquid	24
Blinding Lophid Extract	24
Foucaultium	8

BOOST.EVA-R XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell evasion by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Slimy Epithelium	48
Brilliant Tersqual Liquid	48
Blinding Lophid Extract	48
Bonjelium	16

BOOST.M-ATTACK I	
Type	Common
Sell Price	300
Boosts Skell melee attack by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Pure White Caro Tusk	1
Thick Falsaxum Horn	1
Muscled Suid Bulge	1
White Cometite	1

BOOST.M-ATTACK V	
Type	Common
Sell Price	540
Boosts Skell melee attack by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Pure White Caro Tusk	2
Thick Falsaxum Horn	2
Muscled Suid Bulge	2
Dawnstone	1

BOOST.M-ATTACK X	
Type	Rare
Sell Price	840
Boosts Skell melee attack by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Pure White Caro Tusk	8
Standard Blade Module	8
Lone Purple Ictus Stinger	8
Everfreeze Ore	2

BOOST.M-ATTACK XV	
Type	Unique
Sell Price	1140
Boosts Skell melee attack by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Pure White Caro Tusk	24
Standard Blade Module	24
Lone Purple Ictus Stinger	24
Foucaultium	8

BOOST.M-ATTACK XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell melee attack by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Pure White Caro Tusk	48
Standard Blade Module	48
Lone Purple Ictus Stinger	48
Bonjelium	16

BOOST.R-ATTACK I	
Type	Common
Sell Price	300
Boosts Skell ranged attack by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Beryl Aetrygon Horn	1
Pure White Caro Tusk	1
Appetizing Suid Tail	1
White Cometite	1

BOOST.R-ATTACK V	
Type	Common
Sell Price	540
Boosts Skell ranged attack by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Beryl Aetrygon Horn	2
Pure White Caro Tusk	2
Appetizing Suid Tail	2
Dawnstone	1

BOOST.R-ATTACK X	
Type	Rare
Sell Price	840
Boosts Skell ranged attack by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Beryl Aetrygon Horn	8
Black Petramand Silk	8
Lone White Ictus Stinger	8
Everfreeze Ore	2

BOOST.R-ATTACK XV	
Type	Unique
Sell Price	1140
Boosts Skell ranged attack by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Beryl Aetrygon Horn	24
Black Petramand Silk	24
Lone White Ictus Stinger	24
Foucaultium	8

BOOST.R-ATTACK XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell ranged attack by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Beryl Aetrygon Horn	48
Black Petramand Silk	48
Lone White Ictus Stinger	48
Bonjelium	16

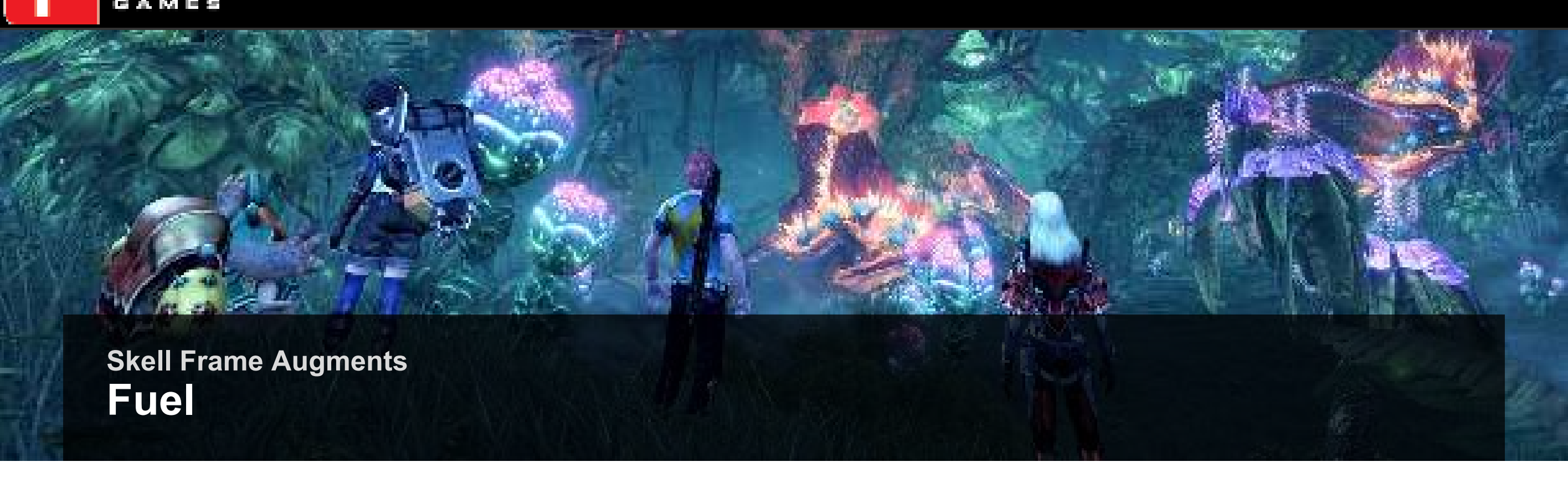
BOOST.POTENT I	
Type	Common
Sell Price	300
Boosts Skell potential by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Nutritious Microbes	1
White Fungal Egg	1
Fleecy Fur	1
White Cometite	1

BOOST.POTENT V	
Type	Common
Sell Price	540
Boosts Skell potential by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Nutritious Microbes	2
White Fungal Egg	2
Fleecy Fur	2
Dawnstone	1

BOOST.POTENT X	
Type	Rare
Sell Price	840
Boosts Skell potential by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Nutritious Microbes	4
Clear Gerrid Soup	4
Gularthian Everflame	4
Everfreeze Ore	2

BOOST.POTENT XV	
Type	Unique
Sell Price	1140
Boosts Skell potential by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Nutritious Microbes	18
Clear Gerrid Soup	18
Gularthian Everflame	18
Foucaultium	8

BOOST.POTENT XX	
Type	Intergalactic
Sell Price	1500
Boosts Skell potential by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Nutritious Microbes	36
Clear Gerrid Soup	36
Gularthian Everflame	36
Bonjelium	16



Skell Frame Augments
Fuel

SPECUP.FUEL-MAX I	
Type	Common
Sell Price	500
Boosts Skell fuel capacity by 500.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Black Caro Plate	1
Arc Sand Ore	1

SPECUP.FUEL-MAX V	
Type	Common
Sell Price	900
Boosts Skell fuel capacity by 700.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Black Caro Plate	2
Lionbone Bort	1

SPECUP.FUEL-MAX X	
Type	Rare
Sell Price	1400
Boosts Skell fuel capacity by 950.	
Required Miranium	100
REQUIRED MATERIALS	
Shiny Black Caro Plate	3
Enduron Lead	1

SPECUP.FUEL-MAX XV	
Type	Unique
Sell Price	1900
Boosts Skell fuel capacity by 1200.	
Required Miranium	1500
REQUIRED MATERIALS	
Shiny Black Caro Plate	4
Boiled-Egg Ore	1

SPECUP.FUEL-MAX XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell fuel capacity by 1500.	
Required Miranium	2000
REQUIRED MATERIALS	
Shiny Black Caro Plate	5
Marine Rutile	1

SPECUP.FUEL-COST I	
Type	Common
Sell Price	500
Boosts fuel efficiency by 5% when fighting in a Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Amber Cervus Antlers	1
Arc Sand Ore	1

SPECUP.FUEL-COST V	
Type	Common
Sell Price	900
Boosts fuel efficiency by 25% when fighting in a Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Amber Cervus Antlers	2
Lionbone Bort	1

SPECUP.FUEL-COST X	
Type	Rare
Sell Price	1400
Boosts fuel efficiency by 50% when fighting in a Skell.	
Required Miranium	100
REQUIRED MATERIALS	
Amber Cervus Antlers	3
Enduron Lead	1

SPECUP.FUEL-COST XV	
Type	Unique
Sell Price	1900
Boosts fuel efficiency by 75% when fighting in a Skell.	
Required Miranium	1500
REQUIRED MATERIALS	
Amber Cervus Antlers	4
Boiled-Egg Ore	1

SPECUP.FUEL-COST XX	
Type	Intergalactic
Sell Price	2500
Boosts fuel efficiency by 100% when fighting in a Skell.	
Required Miranium	2000
REQUIRED MATERIALS	
Amber Cervus Antlers	5
Marine Rutile	1

SPECUP.FUEL-PARK I	
Type	Common
Sell Price	500
Boosts fuel recovery by 1 units per 10 seconds when your Skell is parked.	
Required Miranium	100
REQUIRED MATERIALS	
Amber Aetrygon Horn	1
Arc Sand Ore	1

SPECUP.FUEL-PARK V	
Type	Common
Sell Price	900
Boosts fuel recovery by 5 units per 10 seconds when your Skell is parked.	
Required Miranium	100
REQUIRED MATERIALS	
Amber Aetrygon Horn	2
Lionbone Bort	1

SPECUP.FUEL-PARK X	
Type	Rare
Sell Price	1400
Boosts fuel recovery by 10 units per 10 seconds when your Skell is parked.	
Required Miranium	100
REQUIRED MATERIALS	
Amber Aetrygon Horn	3
Enduron Lead	1

SPECUP.FUEL-PARK XV	
Type	Unique
Sell Price	1900
Boosts fuel recovery by 15 units per 10 seconds when your Skell is parked.	
Required Miranium	1500
REQUIRED MATERIALS	
Amber Aetrygon Horn	4
Boiled-Egg Ore	1

SPECUP.FUEL-PARK XX	
Type	Intergalactic
Sell Price	2500
Boosts fuel recovery by 20 units per 10 seconds when your Skell is parked.	
Required Miranium	2000
REQUIRED MATERIALS	
Amber Aetrygon Horn	5
Marine Rutile	1

SPECUP.FUEL-BIND I	
Type	Common
Sell Price	500
Boosts fuel recovery by 1 units per seconds when your Skell is binding an enemy.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Gyrocompass	1
Arc Sand Ore	1

SPECUP.FUEL-BIND V	
Type	Common
Sell Price	900
Boosts fuel recovery by 5 units per seconds when your Skell is binding an enemy.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Gyrocompass	2
Lionbone Bort	1

SPECUP.FUEL-BIND X	
Type	Rare
Sell Price	1400
Boosts fuel recovery by 10 units per seconds when your Skell is binding an enemy.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Gyrocompass	3
Enduron Lead	1

SPECUP.FUEL-BIND XV	
Type	Unique
Sell Price	1900
Boosts fuel recovery by 15 units per seconds when your Skell is binding an enemy.	
Required Miranium	1500
REQUIRED MATERIALS	
Golden Gyrocompass	4
Boiled-Egg Ore	1

SPECUP.FUEL-BIND XX	
Type	Intergalactic
Sell Price	2500
Boosts fuel recovery by 20 units per seconds when your Skell is binding an enemy.	
Required Miranium	2000
REQUIRED MATERIALS	
Golden Gyrocompass	5
Marine Rutile	1

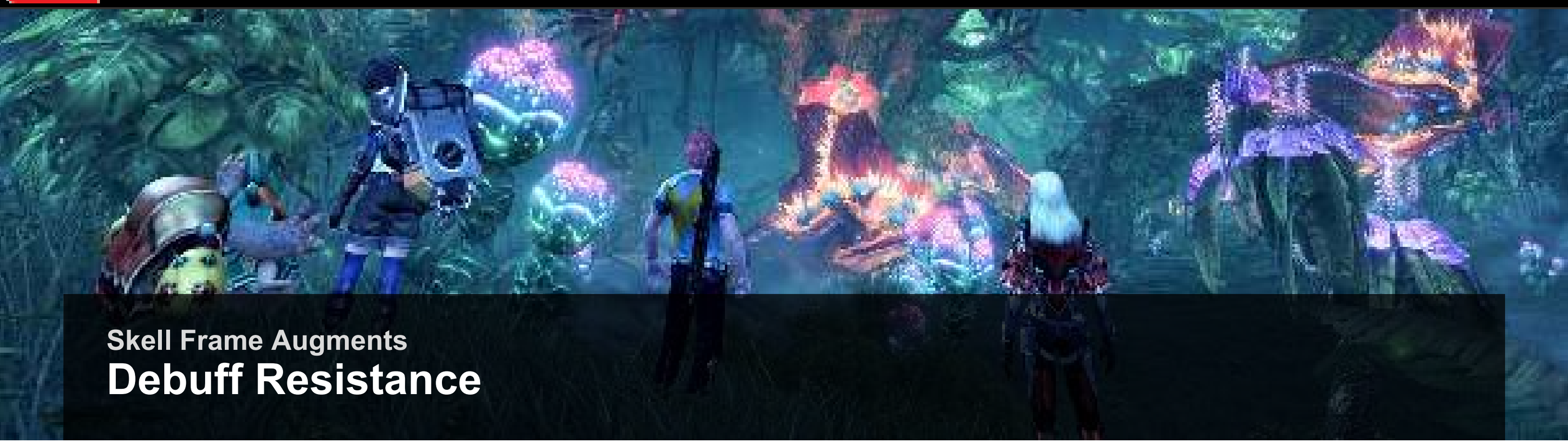
SPECUP.FUEL-OD I	
Type	Common
Sell Price	500
Boosts fuel recovery by 50 fuel when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Sulfuric Acid Sac	1
Arc Sand Ore	1

SPECUP.FUEL-OD V	
Type	Common
Sell Price	900
Boosts fuel recovery by 90 fuel when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Sulfuric Acid Sac	2
Lionbone Bort	1

SPECUP.FUEL-OD X	
Type	Rare
Sell Price	1400
Boosts fuel recovery by 140 fuel when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Scirpo Sulfuric Acid Sac	3
Enduron Lead	1

SPECUP.FUEL-OD XV	
Type	Unique
Sell Price	1900
Boosts fuel recovery by 190 fuel when activating Overdrive.	
Required Miranium	1500
REQUIRED MATERIALS	
Scirpo Sulfuric Acid Sac	4
Boiled-Egg Ore	1

SPECUP.FUEL-OD XX	
Type	Intergalactic
Sell Price	2500
Boosts fuel recovery by 250 fuel when activating Overdrive.	
Required Miranium	2000
REQUIRED MATERIALS	
Scirpo Sulfuric Acid Sac	5
Marine Rutile	1



Skell Frame Augments

Debuff Resistance

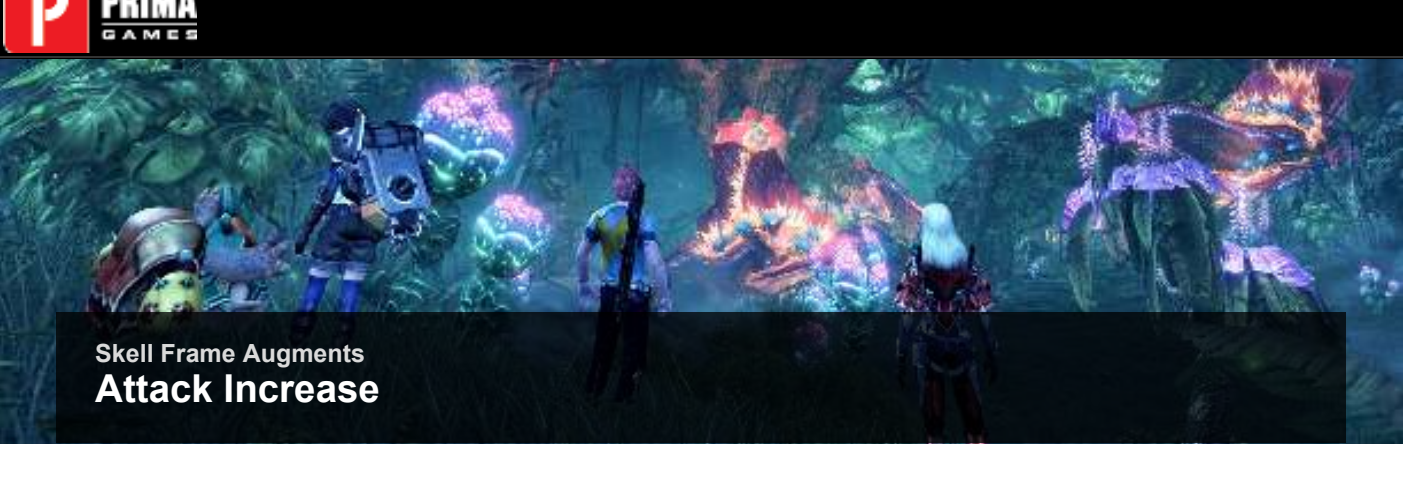
CUTTIME.DEBUFF I	
Type	Common
Sell Price	500
Reduces the duration of debuffs your Skell incurs by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Sharp Vivohast Jaw	1
Arc Sand Ore	1

CUTTIME.DEBUFF V	
Type	Common
Sell Price	900
Reduces the duration of debuffs your Skell incurs by 9%.	
Required Miranium	100
REQUIRED MATERIALS	
Sharp Vivohast Jaw	2
Lionbone Bort	1

CUTTIME.DEBUFF X	
Type	Rare
Sell Price	1400
Reduces the duration of debuffs your Skell incurs by 14%.	
Required Miranium	100
REQUIRED MATERIALS	
Sharp Vivohast Jaw	3
Enduron Lead	1

CUTTIME.DEBUFF XV	
Type	Unique
Sell Price	1900
Reduces the duration of debuffs your Skell incurs by 20%.	
Required Miranium	1500
REQUIRED MATERIALS	
Sharp Vivohast Jaw	4
Boiled-Egg Ore	1

CUTTIME.DEBUFF XX	
Type	Intergalactic
Sell Price	2500
Reduces the duration of debuffs your Skell incurs by 25%.	
Required Miranium	2000
REQUIRED MATERIALS	
Sharp Vivohast Jaw	5
Marine Rutile	1



Skell Frame Augments

Attack Increase

ATTRIBUTEDMG.PHYSICAL I	
Type	Common
Sell Price	500
Boosts Skell physical damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Sharp Germivore Jaw	1
Giant Falsaxum Jaw	1
Aurorite	1

ATTRIBUTEDMG.PHYSICAL V	
Type	Common
Sell Price	900
Boosts Skell physical damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Sharp Germivore Jaw	2
Giant Falsaxum Jaw	2
Infernium	1

ATTRIBUTEDMG.PHYSICAL X	
Type	Rare
Sell Price	1400
Boosts Skell physical damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Experia Glyph	4
Reinforced Frame	4
Cimmerian Cinnabar	2

ATTRIBUTEDMG.PHYSICAL XV	
Type	Unique
Sell Price	1900
Boosts Skell physical damage by 38%.	
Required Miranium	1500
REQUIRED MATERIALS	
Experia Glyph	12
Reinforced Frame	12
Ouroboros Crystal	4

ATTRIBUTEDMG.PHYSICAL XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell physical damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Experia Glyph	24
Reinforced Frame	24
Parhelion Platinum	8

ATTRIBUTEDMG.BEAM I	
Type	Common
Sell Price	500
Boosts Skell beam damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Quirky Liver	1
Gold Monoceros Horn	1
Aurorite	1

ATTRIBUTEDMG.BEAM V	
Type	Common
Sell Price	900
Boosts Skell beam damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Quirky Liver	2
Gold Monoceros Horn	2
Infernium	1

ATTRIBUTEDMG.BEAM X	
Type	Rare
Sell Price	1400
Boosts Skell beam damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Esse Glyph	4
Advanced Lens	4
Cimmerian Cinnabar	2

ATTRIBUTEDMG.BEAM XV	
Type	Unique
Sell Price	1900
Boosts Skell beam damage by 38%.	
Required Miranium	1500
REQUIRED MATERIALS	
Esse Glyph	12
Advanced Lens	12
Ouroboros Crystal	4

ATTRIBUTEDMG.BEAM XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell beam damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Esse Glyph	24
Advanced Lens	24
Parhelion Platinum	8

ATTRIBUTEDMG.ETHER I	
Type	Common
Sell Price	500
Boosts Skell ether damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Fragment	1
Golden Progen Wing	1
Aurorite	1

ATTRIBUTEDMG.ETHER V	
Type	Common
Sell Price	900
Boosts Skell ether damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Fragment	2
Golden Progen Wing	2
Infernium	1

ATTRIBUTEDMG.ETHER X	
Type	Rare
Sell Price	1400
Boosts Skell ether damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Creare Glyph	4
Purple Cervus Antlers	4
Cimmerian Cinnabar	2

ATTRIBUTEDMG.ETHER XV	
Type	Unique
Sell Price	1900
Boosts Skell ether damage by 38%.	
Required Miranium	1500
REQUIRED MATERIALS	
Creare Glyph	12
Purple Cervus Antlers	12
Ouroboros Crystal	4

ATTRIBUTEDMG.ETHER XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell ether damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Creare Glyph	24
Purple Cervus Antlers	24
Parhelion Platinum	8

ATTRIBUTEDMG.THERM I	
Type	Common
Sell Price	500
Boosts Skell thermal damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Plunger	1
Herculean Beast Hair	1
Aurorite	1

ATTRIBUTEDMG.THERM V	
Type	Common
Sell Price	900
Boosts Skell thermal damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Reinforced Plunger	2
Herculean Beast Hair	2
Infernium	1

ATTRIBUTEDMG.THERM X	
Type	Rare
Sell Price	1400
Boosts Skell thermal damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Experia Glyph	4
Jacul Horn	4
Cimmerian Cinnabar	2

ATTRIBUTEDMG.THERM XV	
Type	Unique
Sell Price	1900
Boosts Skell thermal damage by 38%.	
Required Miranium	1500
REQUIRED MATERIALS	
Experia Glyph	12
Jacul Horn	12
Ouroboros Crystal	4

ATTRIBUTEDMG.THERM XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell thermal damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Experia Glyph	24
Jacul Horn	24
Parhelion Platinum	8

ATTRIBUTEDMG.ELECTRIC I	
Type	Common
Sell Price	500
Boosts Skell electric damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Quo Pod	1
Black Scintimure Tentacle	1
Aurorite	1

ATTRIBUTEDMG.ELECTRIC V	
Type	Common
Sell Price	900
Boosts Skell electric damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Quo Pod	2
Black Scintimure Tentacle	2
Infernium	1

ATTRIBUTEDMG.ELECTRIC X	
Type	Rare
Sell Price	1400
Boosts Skell electric damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Scienti Glyph	4
Reinforced Plug	4
Cimmerian Cinnabar	2

ATTRIBUTEDMG.ELECTRIC XV	
Type	Unique
Sell Price	1900
Boosts Skell electric damage by 38%.	
Required Miranium	1500
REQUIRED MATERIALS	
Scienti Glyph	12
Reinforced Plug	12
Ouroboros Crystal	4

ATTRIBUTEDMG.ELECTRIC XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell electric damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Scienti Glyph	24
Reinforced Plug	24
Parhelion Platinum	8

ATTRIBUTEDMG.GRAVITY I	
Type	Common
Sell Price	500
Boosts Skell gravity damage by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Black Gyrocompass	1
Visigel Waterfall Orb	1
Aurorite	1

ATTRIBUTEDMG.GRAVITY V	
Type	Common
Sell Price	900
Boosts Skell gravity damage by 18%.	
Required Miranium	100
REQUIRED MATERIALS	
Black Gyrocompass	2
Visigel Waterfall Orb	2
Infernium	1

ATTRIBUTEDMG.GRAVITY X	
Type	Rare
Sell Price	1400
Boosts Skell gravity damage by 28%.	
Required Miranium	100
REQUIRED MATERIALS	
Esse Glyph	4
Gold Sylooth Brace	4
Cimmerian Cinnabar	2

ATTRIBUTEDMG.GRAVITY XV	
Type	Unique
Sell Price	1900
Boosts Skell gravity damage by 38%.	
Required Miranium	1500
REQUIRED MATERIALS	
Esse Glyph	12
Gold Sylooth Brace	12
Ouroboros Crystal	4

ATTRIBUTEDMG.GRAVITY XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell gravity damage by 50%.	
Required Miranium	2000
REQUIRED MATERIALS	
Esse Glyph	24
Gold Sylooth Brace	24
Parhelion Platinum	8

PLUSDMG.FRONT I	
Type	Common
Sell Price	500
Boosts Skell damage by 10% when attacking from the front.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Bill	1
Auravis Horn	1
Aurorite	1

PLUSDMG.FRONT V	
Type	Common
Sell Price	900
Boosts Skell damage by 18% when attacking from the front.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Bill	2
Auravis Horn	2
Infernium	1

PLUSDMG.FRONT X	
Type	Rare
Sell Price	1400
Boosts Skell damage by 28% when attacking from the front.	
Required Miranium	100
REQUIRED MATERIALS	
Cracked Bill	4
Black Vigent Rock Scalp	4
Cimmerian Cinnabar	2

PLUSDMG.FRONT XV	
Type	Unique
Sell Price	1900
Boosts Skell damage by 38% when attacking from the front.	
Required Miranium	1500
REQUIRED MATERIALS	
Cracked Bill	12
Black Vigent Rock Scalp	12
Ouroboros Crystal	4

PLUSDMG.FRONT XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell damage by 50% when attacking from the front.	
Required Miranium	2000
REQUIRED MATERIALS	
Cracked Bill	24
Black Vigent Rock Scalp	24
Parhelion Platinum	8

PLUSDMG.SIDE I	
Type	Common
Sell Price	500
Boosts Skell damage by 10% when attacking from the side.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Claw	1
Green Blatta Wing	1
Aurorite	1

PLUSDMG.SIDE V	
Type	Common
Sell Price	900
Boosts Skell damage by 18% when attacking from the side.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Claw	2
Green Blatta Wing	2
Infernium	1

PLUSDMG.SIDE X	
Type	Rare
Sell Price	1400
Boosts Skell damage by 28% when attacking from the side.	
Required Miranium	100
REQUIRED MATERIALS	
Pristine Claw	4
Ingrown Virago Claw	4
Cimmerian Cinnabar	2

PLUSDMG.SIDE XV	
Type	Unique
Sell Price	1900
Boosts Skell damage by 38% when attacking from the side.	
Required Miranium	1500
REQUIRED MATERIALS	
Pristine Claw	12
Ingrown Virago Claw	12
Ouroboros Crystal	4

PLUSDMG.SIDE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell damage by 50% when attacking from the side.	
Required Miranium	2000
REQUIRED MATERIALS	
Pristine Claw	24
Ingrown Virago Claw	24
Parhelion Platinum	8

PLUSDMG.BACK I	
Type	Common
Sell Price	500
Boosts Skell damage by 10% when attacking from behind.	
Required Miranium	100
REQUIRED MATERIALS	
Jagged Grex Tail	1
Ebony Evello Egg	1
Aurorite	1

PLUSDMG.BACK V	
Type	Common
Sell Price	900
Boosts Skell damage by 18% when attacking from behind.	
Required Miranium	100
REQUIRED MATERIALS	
Jagged Grex Tail	2
Ebony Evello Egg	2
Infernium	1

PLUSDMG.BACK X	
Type	Rare
Sell Price	1400
Boosts Skell damage by 28% when attacking from behind.	
Required Miranium	100
REQUIRED MATERIALS	
Jagged Grex Tail	4
Purple Virago Alloy Plate	4
Cimmerian Cinnabar	2

PLUSDMG.BACK XV	
Type	Unique
Sell Price	1900
Boosts Skell damage by 38% when attacking from behind.	
Required Miranium	1500
REQUIRED MATERIALS	
Jagged Grex Tail	12
Purple Virago Alloy Plate	12
Ouroboros Crystal	4

PLUSDMG.BACK XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell damage by 50% when attacking from behind.	
Required Miranium	2000
REQUIRED MATERIALS	
Jagged Grex Tail	24
Purple Virago Alloy Plate	24
Parhelion Platinum	8

PLUSDMG.VANTAGE I	
Type	Common
Sell Price	500
Boosts Skell damage by 10% when attacking from above.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	1
Arc Sand Ore	1

PLUSDMG.VANTAGE V	
Type	Common
Sell Price	900
Boosts Skell damage by 18% when attacking from above.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	2
Lionbone Bort	1

PLUSDMG.VANTAGE X	
Type	Rare
Sell Price	1400
Boosts Skell damage by 28% when attacking from above.	
Required Miranium	100
REQUIRED MATERIALS	
Supple Leather	4
Enduron Lead	2

PLUSDMG.VANTAGE XV	
Type	Unique
Sell Price	1900
Boosts Skell damage by 38% when attacking from above.	
Required Miranium	1500
REQUIRED MATERIALS	
Supple Leather	12
Boiled-Egg Ore	4

PLUSDMG.VANTAGE XX	
Type	Intergalactic
Sell Price	2500
Boosts Skell damage by 50% when attacking from above.	
Required Miranium	2000
REQUIRED MATERIALS	
Supple Leather	24
Marine Rutile	8

Skell Frame Augments
Antidamage Measures

APPENDLOST.ATTACKUP I	
Type	Common
Sell Price	500
Boosts damage by 10% for each Skell appendage lost.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Puff	1
Arc Sand Ore	1

APPENDLOST.ATTACKUP V	
Type	Common
Sell Price	900
Boosts damage by 18% for each Skell appendage lost.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Puff	2
Lionbone Bort	1

APPENDLOST.ATTACKUP X	
Type	Rare
Sell Price	1400
Boosts damage by 28% for each Skell appendage lost.	
Required Miranium	100
REQUIRED MATERIALS	
Golden Puff	3
Enduron Lead	1

APPENDLOST.ATTACKUP XV	
Type	Unique
Sell Price	1900
Boosts damage by 38% for each Skell appendage lost.	
Required Miranium	1500
REQUIRED MATERIALS	
Golden Puff	4
Boiled-Egg Ore	1

APPENDLOST.ATTACKUP XX	
Type	Intergalactic
Sell Price	2500
Boosts damage by 50% for each Skell appendage lost.	
Required Miranium	2000
REQUIRED MATERIALS	
Golden Puff	5
Marine Rutile	1

APPENDLOST.EVAUP I	
Type	Common
Sell Price	500
Boosts evasion by 2% for each Skell appendage lost.	
Required Miranium	100
REQUIRED MATERIALS	
Longevity Bough	1
Arc Sand Ore	1

APPENDLOST.EVAUP V	
Type	Common
Sell Price	900
Boosts evasion by 10% for each Skell appendage lost.	
Required Miranium	100
REQUIRED MATERIALS	
Longevity Bough	2
Lionbone Bort	1

APPENDLOST.EVAUP X	
Type	Rare
Sell Price	1400
Boosts evasion by 20% for each Skell appendage lost.	
Required Miranium	100
REQUIRED MATERIALS	
Longevity Bough	3
Enduron Lead	1

APPENDLOST.EVAUP XV	
Type	Unique
Sell Price	1900
Boosts evasion by 30% for each Skell appendage lost.	
Required Miranium	1500
REQUIRED MATERIALS	
Longevity Bough	4
Boiled-Egg Ore	1

APPENDLOST.EVAUP XX	
Type	Intergalactic
Sell Price	2500
Boosts evasion by 40% for each Skell appendage lost.	
Required Miranium	2000
REQUIRED MATERIALS	
Longevity Bough	5
Marine Rutile	1

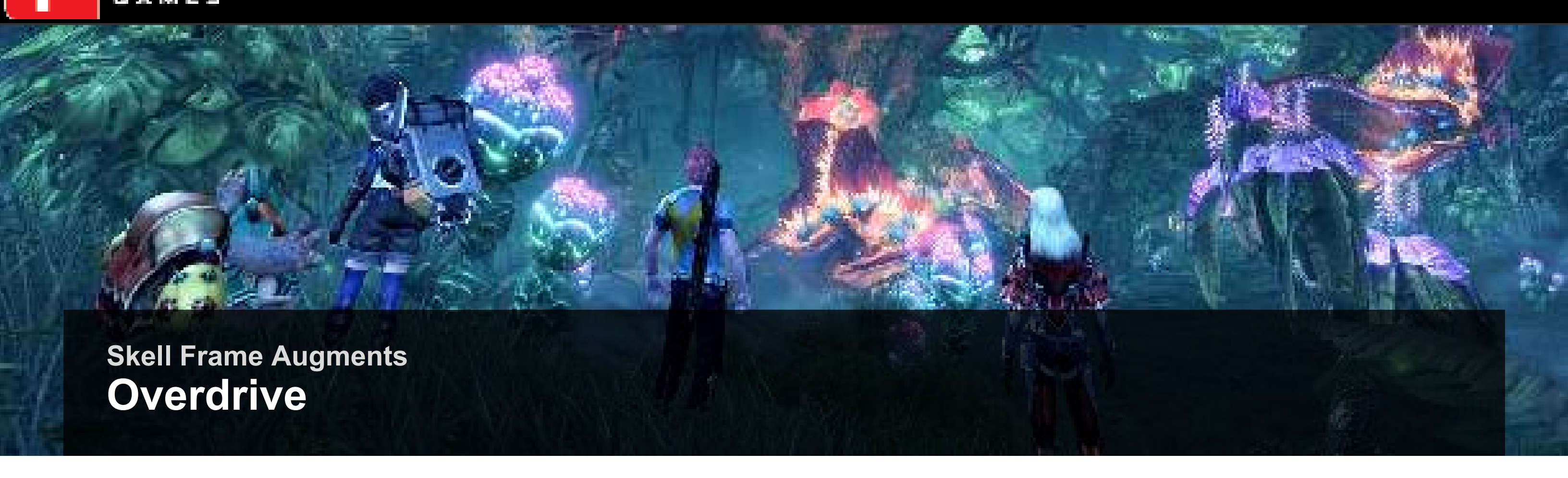
APPENDLOST.GP I	
Type	Common
Sell Price	500
Prevents GP loss and boosts GP by 50 when an appendage is destroyed.	
Required Miranium	100
REQUIRED MATERIALS	
Lucky Cervus Sapling	1
Arc Sand Ore	1

APPENDLOST.GP V	
Type	Common
Sell Price	900
Prevents GP loss and boosts GP by 90 when an appendage is destroyed.	
Required Miranium	100
REQUIRED MATERIALS	
Lucky Cervus Sapling	2
Lionbone Bort	1

APPENDLOST.GP X	
Type	Rare
Sell Price	1400
Prevents GP loss and boosts GP by 140 when an appendage is destroyed.	
Required Miranium	100
REQUIRED MATERIALS	
Lucky Cervus Sapling	3
Enduron Lead	1

APPENDLOST.GP XV	
Type	Unique
Sell Price	1900
Prevents GP loss and boosts GP by 190 when an appendage is destroyed.	
Required Miranium	1500
REQUIRED MATERIALS	
Lucky Cervus Sapling	4
Boiled-Egg Ore	1

APPENDLOST.GP XX	
Type	Intergalactic
Sell Price	2500
Prevents GP loss and boosts GP by 250 when an appendage is destroyed.	
Required Miranium	2000
REQUIRED MATERIALS	
Lucky Cervus Sapling	5
Marine Rutile	1



Skell Frame Augments
Overdrive

OVERDRIVE.FRAME-HP I	
Type	Common
Sell Price	500
Recovers 1% HP when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Black Turba Nectar	1
Shimmering Silk	1
Scirpo Silk	1
White Cometite	1

OVERDRIVE.FRAME-HP V	
Type	Common
Sell Price	900
Recovers 5% HP when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Black Turba Nectar	2
Shimmering Silk	2
Scirpo Silk	2
Dawnstone	1

OVERDRIVE.FRAME-HP X	
Type	Rare
Sell Price	1400
Recovers 10% HP when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Black Turba Nectar	8
Tasty Fish Belly	8
Black Sylooth Brace	8
Everfreeze Ore	2

OVERDRIVE.FRAME-HP XV	
Type	Unique
Sell Price	1900
Recovers 15% HP when activating Overdrive.	
Required Miranium	1500
REQUIRED MATERIALS	
Black Turba Nectar	16
Tasty Fish Belly	16
Black Sylooth Brace	16
Foucaultium	4

OVERDRIVE.FRAME-HP XX	
Type	Intergalactic
Sell Price	1500
Recovers 20% HP when activating Overdrive.	
Required Miranium	2000
REQUIRED MATERIALS	
Black Turba Nectar	32
Tasty Fish Belly	32
Black Sylooth Brace	32
Bonjelium	8

OVERDRIVE.APPEND-HP I	
Type	Common
Sell Price	500
Recovers 1% HP to all appendages when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Azure Sacrifole Feather	1
Arc Sand Ore	1

OVERDRIVE.APPEND-HP V	
Type	Common
Sell Price	900
Recovers 5% HP to all appendages when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Azure Sacrifole Feather	2
Lionbone Bort	1

OVERDRIVE.APPEND-HP X	
Type	Rare
Sell Price	1400
Recovers 10% HP to all appendages when activating Overdrive.	
Required Miranium	100
REQUIRED MATERIALS	
Azure Sacrifole Feather	8
Enduron Lead	2

OVERDRIVE.APPEND-HP XV	
Type	Unique
Sell Price	1900
Recovers 15% HP to all appendages when activating Overdrive.	
Required Miranium	1500
REQUIRED MATERIALS	
Azure Sacrifole Feather	16
Boiled-Egg Ore	4

OVERDRIVE.APPEND-HP XX	
Type	Intergalactic
Sell Price	2500
Recovers 20% HP to all appendages when activating Overdrive.	
Required Miranium	2000
REQUIRED MATERIALS	
Azure Sacrifole Feather	32
Marine Rutile	8

OVERDRIVE.EXTEND I	
Type	Common
Sell Price	500
Boosts Overdrive sustainment rate by 1%.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Cluster	1
Moving Thallus Tail	1
Puge Counter	1
White Cometite	1

OVERDRIVE.EXTEND V	
Type	Common
Sell Price	900
Boosts Overdrive sustainment rate by 5%.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Cluster	2
Moving Thallus Tail	2
Puge Counter	2
Dawnstone	1

OVERDRIVE.EXTEND X	
Type	Rare
Sell Price	1400
Boosts Overdrive sustainment rate by 10%.	
Required Miranium	100
REQUIRED MATERIALS	
Elemental Cluster	8
Fertilized Jacul Egg	8
Maple Oil	4
Everfreeze Ore	2

OVERDRIVE.EXTEND XV	
Type	Unique
Sell Price	1900
Boosts Overdrive sustainment rate by 15%.	
Required Miranium	1500
REQUIRED MATERIALS	
Elemental Cluster	16
Fertilized Jacul Egg	16
Maple Oil	12
Foucaultium	4

OVERDRIVE.EXTEND XX	
Type	Intergalactic
Sell Price	1500
Boosts Overdrive sustainment rate by 20%.	
Required Miranium	2000
REQUIRED MATERIALS	
Elemental Cluster	32
Fertilized Jacul Egg	32
Maple Oil	24
Bonjelium	8